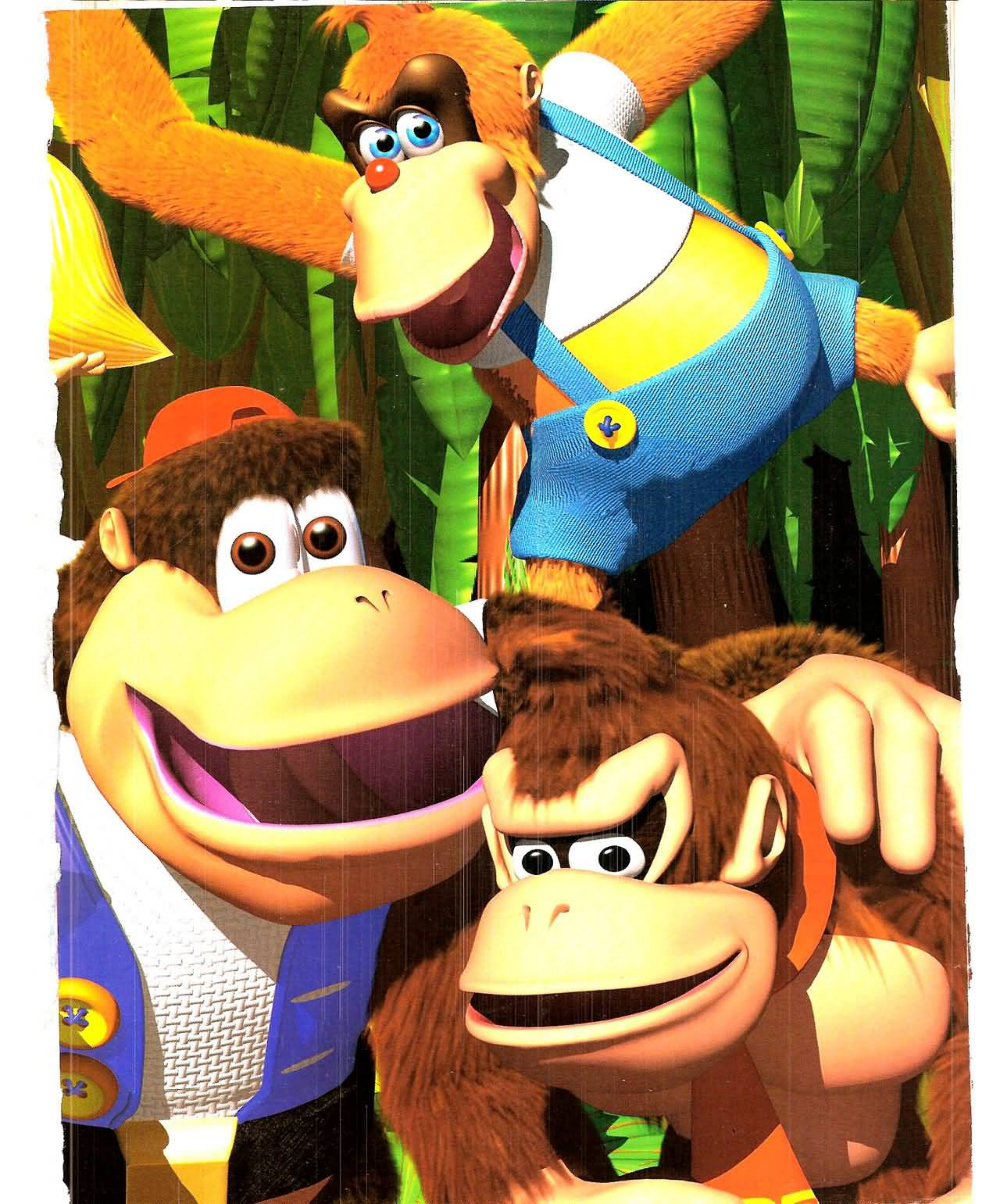


NINTENDO POWER®

ITS A JUNGLE IN HERE ROUNDED UP

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DK

DONKEY KONG® 64

Create à

crete a monster

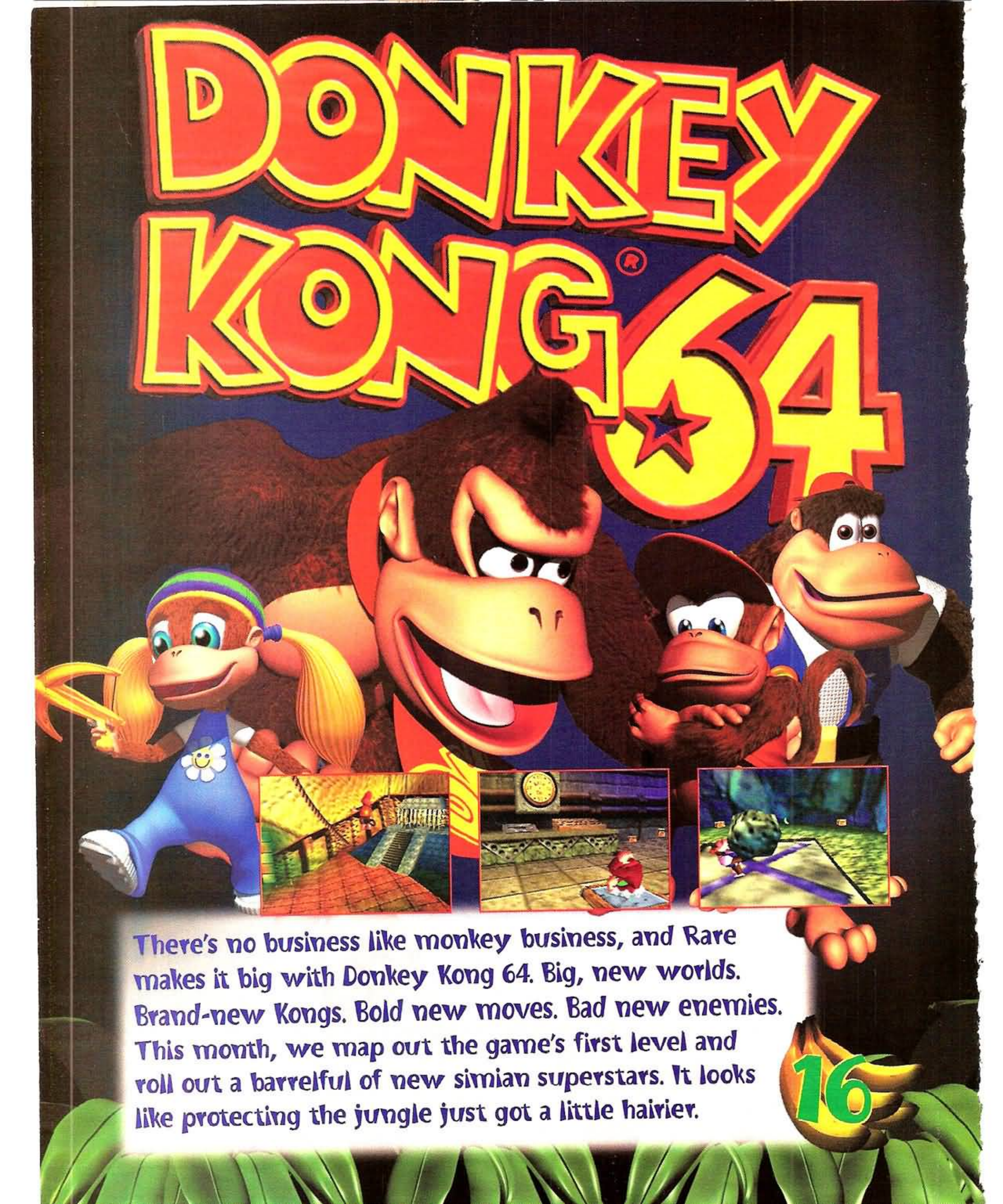




Monster
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Starter Game
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to make these guys angry...




DONKEY KONG® 64
There's no business like monkey business, and Rare makes it big with Donkey Kong 64. Big, new worlds. Brand-new Kongs. Bold new moves. Bad new enemies. This month, we map out the game's first level and roll out a barrelful of new simian superstars. It looks like protecting the jungle just got a little hairier.
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Volume 126 • November 1999

STRATEGY

EVERY ISSUE

ROCKET robot on wheels

Step right up for an E-ticket ride! The robot formerly known as Sprocket unicycles his way through Whoopie World to save his amusement park home from sabotage at the paws of a jealous sideshow raccoon. For your all-access pass to Rocket's first two worlds, line up at page 26.

26

HARVEST MOON 64

Are you itching for an RPG? Natsume harvests its heart-land hit for the Super NES and Game Boy and updates it for the N64. Buy the farm and gain a little more respect for Old MacDonald in the process as you learn to cultivate bumper crops and successful relationships with the local ladies. E-I-E-I-Oh yeah!

34

NBA COURTSIDE 2 Featuring KOBE BRYANT

For a second season, the Lakers' #8 hits the virtual hardwood for even more slam-dunkin' NBA action. If you're looking for the team-by-team lowdown and some killer coaching, stop your dribbling and make a break for our b-ball playbook on page 52. We've got game, and you've got courtside seats.

52

EARTHWORM JIM 3D

Learn how not to be a pain in the brain. Earthworm Jim puts the "id" in "idiocy" as his long overdue N64 debut arrives to probe the deepest, darkest and most demented regions of his twisted, little mind. And his head isn't as empty as you'd think—you've gotta leave some room for all those cows.

100



player's pulse

Peggy Roesch • Batavia, Ohio

The year may be running out of steam, but things here at Power are more hectic than ever, and it only fixes to get crazier. We hope that we'll be able to stop playing DK64 long enough to give thanks for a holiday season crammed with cool releases.

Blast from the Past

Every ten years at my school we have an annual "Time Capsule." My friends and I happened to be the lucky group of sixth graders who got to open the ten-year-old time capsule and make our own. When we opened the box, we found tons of cool toys and newspapers, but one item made us jump for joy when we saw it: the very first issue of Nintendo Power! We held it in our hands like it was a priceless piece of gold. When it was our turn to make a time capsule we were sure to add a new beloved issue of NP magazine. It's been loved by kids at my school for more than a decade and it will be for many years to come.

David Caughran
Waco, TX

Whoa! Let's see, the value of a pristine copy of the original NP issue, compounded quarterly...no, just kidding. Not only does your story make us a little misty for the old days, it gives us hope for the future. The question is, what would an archaeologist in the year 3000 think if he or she dug up a Nintendo Power from our time? "Hmmm...this Mario must have been a very important man..."



Jonathan Dang • Austin, Texas

Girl Power

I'm writing to request more games starring females. For instance, another Metroid or something where Peach or Misty or Saria goes off on her own. Or how about a fighting game with girls only? You could call it "Cat Fight" or "Super Smash Sisters."

Vierre Weathersbee
Atlanta, GA

There are no plans for a game named "Cat Fight," but as far as wanting more of Samus Aran, you aren't the only one—for now, though, check out Vela in Jet Force Gemini, because she rules! You can also take Peach to the top in Mario Golf 64 and Mario Kart 64. Believe us, she's more than a match for the males.



Ryan Sizemore • Springdale, Arkansas

Missing Children

Whatever happened to Bowser's original kids? Remember? Larry, Morton, Wendy, Lemmy, Iggy, Roy and Ludwig? They disappeared after Super Mario World! I know that all die-hard Mario fans would surely appreciate knowing their whereabouts.

Luke Gerhardt
Via the Internet

We were wondering about them, too, and no amount of sleuthing has garnered us a solid answer. Remain hopeful, though. Characters in the Mario and Zelda series have a tendency to return to cause more mischief after they've been defeated once.

Behind Door #1...

I was watching "The Price is Right," and a man had a chance to win a car or a bunch of other prizes. Among the prizes was a Nintendo 64. He had tried to guess the price of the car, but he knew he was way off, so when given the chance, he took the Nintendo 64 instead of the car! Cool, huh?

Pete Orr
Via the Internet

Do you think that Bob Barker pre-played that N64? Just imagine him and the rest of the staff playing Smash Brothers.

Power Chart Problems

Anybody who thinks that Pokémon Snap is better than GoldenEye 007 is probably a Pokémon himself.

Bubba Henry
Via the Internet

We assume you're talking about the brief squabble for the number two spot between Pokémon Snap and GoldenEye a couple of months back, Bubba. Never

Background Art: Tony Escudero • Scottsdale, Arizona



Jasef Casas • Daly City, California

you worry, Bond took it right back. And to all of you who wrote in shrieking to put Bond back on top, please let us take a moment to remind you that the Power Charts are determined by you, the readers, who send in your opinions via our response cards. If you want Bond to stay on top, vote for him!

I-Rate Reader

I'm having a hard time telling what the heck you guys base your ratings on. Both Quake and Quake 2 received a 7.8 for play control even though both games had quick, responsive controls and reconfigurable buttons. And how can you tell the difference between a 7.8 and an 8.0? I'm glad to see more mature games like Shadow Man and Duke Nukem: Zero Hour coming out for the N64, but you should be more liberal when rating them.

Matt Camire
New Bedford, MA

It's not quite as simple as that, Matt. The reviews are compiled from ten different reviewers, so there are bound to be different opinions regarding how something like play control stacks up. Someone may love it, someone else may not—that's why we have so many reviewers. The reviewers don't use decimal ratings. They give whole point ratings for five different categories, but since things like Game Design and Satisfaction rate more importantly than Sound, the percentages end up with tenths of a point tacked on. After crunching all of those data, you end up with scores like 7.8 and 8.0. The difference seems minute, but it's a true reflection of the reviewers' impressions.



Martin Rodriguez • Edinburg, Texas

Le Mot Juste

I found out something weird in french class. If you spell Joan of Arc's name in french, it comes out Jeanne D'Arc. As a devoted Rare follower, I almost instantly realized the connection between this french war hero and the star of Rare's upcoming smash Perfect Dark, Joanna Dark. Could you please tell all the devoted game players out there if this is merely a coincidence, or if it's the root of the Perfect Dark star's name?

Ben Fedderson
Via the Internet

We can't say for sure, as the only people who know, the Perfect Dark development team, have been locked away in secret for months on end as they race to finish what will undoubtedly be one of the coolest games on the N64. It does seem to be an interesting coincidence. Both women fit the bill in terms of lethality, and it's just a jump over the channel from Rare's England offices to the French shore...

More Language Lessons

Am I the only one who noticed that the ends of the names of the three legendary birds in Pokémon are Spanish for one, two and three? You know, Articuno (uno), Zapdos (dos) and Moltres (tres). Just wondering if it was intentional or not.

C. Mills
Boston, MA

We think it was. And keep an eye out for that fourth legendary bird—Squawktro. NOTE FROM THE MAIL ROOM: THERE IS NO SQUAWKTRO. IT IS COMPLETELY FALSE AND WAS USED ONLY AS A JOKE. PLEASE DO NOT BOMBARD US WITH LETTERS SEARCHING FOR THIS FICTIONAL POKéMON!



Samantha Harding• Amarillo, Texas

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power charts

After some tussling with Pokémon Snap, GoldenEye has reaffirmed its claim of second-best. Since the Snap / Bond matchup fizzled, there isn't a whole lot of movement on the Power Charts. Just wait, though. As we move toward January 1, 2000, you can bet there's a coup or two in the works!

NINTENDO 64 TOP 20

1 THE LEGEND OF ZELDA: OCARINA OF TIME



The top spots hold fast this month, as Pokémon Snap settles into the number four spot. The lone mover and shaker in the N64 charts is Command & Conquer 64, which leapfrogs into the top ten.

2 GOLDENEYE



3 SUPER SMASH BROS.



	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	1	11
2	GOLDENEYE	NINTENDO	2	35
3	SUPER SMASH BROS.	NINTENDO	3	5
4	POKéMON SNAP	NINTENDO	4	3
5	STAR WARS: EPISODE 1: RACER	LUCASARTS	5	3
6	STAR WARS: ROGUE SQUADRON	LUCASARTS	7	10
7	MARIO PARTY	NINTENDO	6	8
8	WCW/NWO REVENGE	THQ	8	12
9	BANJO-KAZOOIE	NINTENDO	9	16
10	COMMAND & CONQUER 64	NINTENDO	14	2
11	SUPER MARIO 64	NINTENDO	11	38
12	MARIO KART 64	NINTENDO	13	35
13	TUROK 2	ACCLAIM	10	12
14	WWF WARZONE	ACCLAIM	12	13
15	NFL BLITZ	MIDWAY	16	12
16	VIGILANTE 8	ACTIVISION	18	7
17	SOUTH PARK	ACCLAIM	17	10
18	STARFOX 64	NINTENDO	15	30
19	WORLD DRIVER: CHAMPIONSHIP	MIDWAY	—	1
20	RUSH 2	MIDWAY	—	10

GAME BOY TOP 10

1 POKéMON

My POKéMON was poisoned!

Pokémon Pinball has made itself comfortable in the number three slot on the Game Boy charts and looks to permanently oust Bond from the hallowed ranks of the top three. Meanwhile, newcomer WWF Attitude dives into the ring and declares itself a contender for the top spot.

2 THE LEGEND OF ZELDA: LINK'S AWAKENING DX

Oh, you brought me a hibiscus!

3 POKéMON PINBALL



	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	POKéMON	NINTENDO	1	12
2	THE LEGEND OF ZELDA: LINK'S AWAKENING/DX	NINTENDO	2	79
3	POKéMON PINBALL	NINTENDO	3	2
4	JAMES BOND 007	NINTENDO	4	19
5	SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	5	83
6	WWF ATTITUDE	ACCLAIM	—	1
7	TETRIS/DX	NINTENDO	7	84
8	FINAL FANTASY LEGEND 3	SQUARE	6	74
9	DONKEY KONG LAND	NINTENDO	—	58
10	SUPER MARIO LAND	NINTENDO	10	94

MOST WANTED

1. POKéMON STADIUM (N64)
2. POKéMON YELLOW (GAME BOY)
3. POKéMON SNAP (N64)
4. DOLPHIN
5. WWF ATTITUDE (N64)
6. DONKEY KONG 64 (N64)
7. PERFECT DARK (N64)
8. ARMY MEN: SARGE'S HEROES (N64)
9. SUPER MARIO 64 2 (N64)
10. RESIDENT EVIL 2 (N64)

Sideways Glance

Since the first preview of Nintendo Power my brother got over five years ago, I've loved NP. Lately, my friend pointed out to me that when organizing his last seven issues, he saw Donkey Kong being formed along the spines of the magazines. I've become very interested in this since my friend discovered it. Could you guys (and gals) put the picture in the next issue of NP?

Adam
Westwego, LA

Well, if we printed the full picture it wouldn't be anywhere near as exciting to collect all of the issues and check out the full mural. So far we have Mario (who started on Volume 91), Link (who started on Volume 104) and Donkey Kong, whose picture is coincidentally being completed at the same time as the launch of DK64. Who do you think should be next?

Family Matters

I'm sick of people saying there aren't enough adult games on the N64. Who cares? Let it be a kid's machine. Does it not say "The Fun Machine" on the box? Most of the games can be enjoyed by all ages, so I don't see what's wrong with it being a family machine.

Jonathan Larson
Nokomis, Sk

Glad to hear it, Jonathan. Of course, we want the N64 to be fun for the whole family, but it's not always easy to please everyone. There will be plenty more titles this fall that the whole gang can enjoy, but we also have a number that will appease the members of the fam who like more mature games. Ideally we'd like everyone to get a turn playing games, although the family pets are still presenting us with huge problems in Research and Development. They have this unfortunate tendency to take the greatest joy in eating things.

Tennis, Anyone?

You may have caught the exciting finals of the U.S. Open in New York this September—Dan Wing of Marion, Virginia, certainly did. As the Grand Prize Winner of our Player's Poll contest in Volume 120, he took home All-Star Tennis '99 for the N64 and took a trip to NYC. After touring around the Big Apple, he caught the Men's Singles Finals and the Women's Doubles Finals. Not only that, he also got to meet an all-star himself. Here he is with Richard Krajicek, who was kind enough to autograph and give him the racket he used in the Open!



WINNER!



Gabriel Antonio • West Chicago, Illinois



Ryan Carmichael • Cleveland, Texas

WRITE AWAY RIGHT AWAY!

Yeah, we were all a little bummed out about the delay of Perfect Dark, but we've gotten over it by now. How about you? Do you think that, in video games, the ends justify the means? Would you rather a game always hit its announced release date or that it be fine-tuned until it's as good as it can be? We want to know!

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Prerecorded Game Tips and Future Product Information

News about recent releases and upcoming games for all Nintendo systems. Call for help on Shadow Man, Hybrid Heaven, Duke Nukem: Zero Hour, Pokémon Snap, Super Smash Bros., Shadowgate 64, Castlevania, *Star Wars:* Episode I: Racer, Quake II, *Star Wars*: Rogue Squadron, Banjo-Kazooie, Yoshi's Story, Diddy Kong Racing, Mortal Kombat 4, Mission: Impossible, 1080° Snowboarding, Quest 64, Forsaken 64, Duke Nukem 64, Bomberman 64, Quake 64, Mystical Ninja Starring Goemon, Mischief Makers, GoldenEye 007, Star Fox 64, Super Mario 64, Turok: Dinosaur Hunter, Turok 2, Doom 64, Star Wars: Shadows of the Empire and Mortal Kombat Trilogy for the Nintendo 64. There's also help for Super Mario World, Yoshi's Island: Super Mario World 2, Donkey Kong Country 1, 2, and 3, Illusion of Gaia, Lufia II, Super Metroid, Secret of Evermore, Chrono Trigger, Final Fantasy III, Super Mario RPG, Breath of Fire I and II and Ultimate Kombat 3 for the Super NES; Pokémon, Conker's Pocket Tales, Shadowgate Classic, Wario Land II and DKL 3 for the Game Boy; and any Zelda game. This call may be long distance, so be sure to get permission from whoever pays the phone bill before you call.

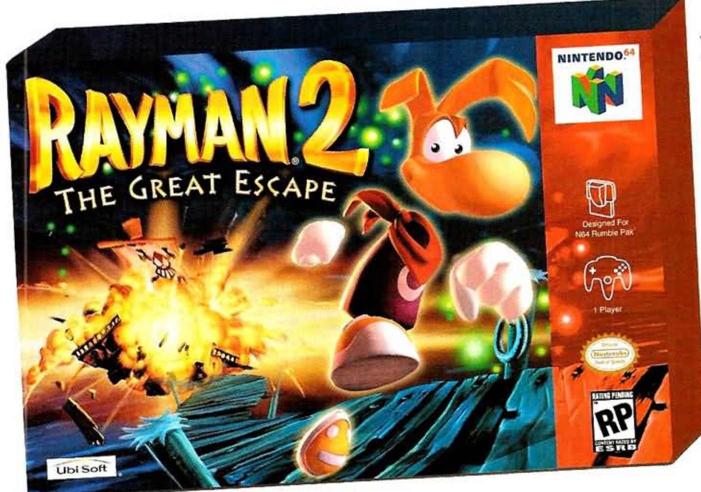
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Rayman Consumer Test #11



1.____

A.Rayman

B.a man called Ray



2.____

A.Rayman

B.a man called Ray

1.A; 2.B



THE GREAT APE AND HIS PALS ARE BACK FROM THE JUNGLE IN THE BIGGEST N64 ADVENTURE EVER. IT'S ANOTHER ROLLER COASTER RIDE FROM NINTENDO AND RARE. HANG ON!

LONG LIVE THE KONG

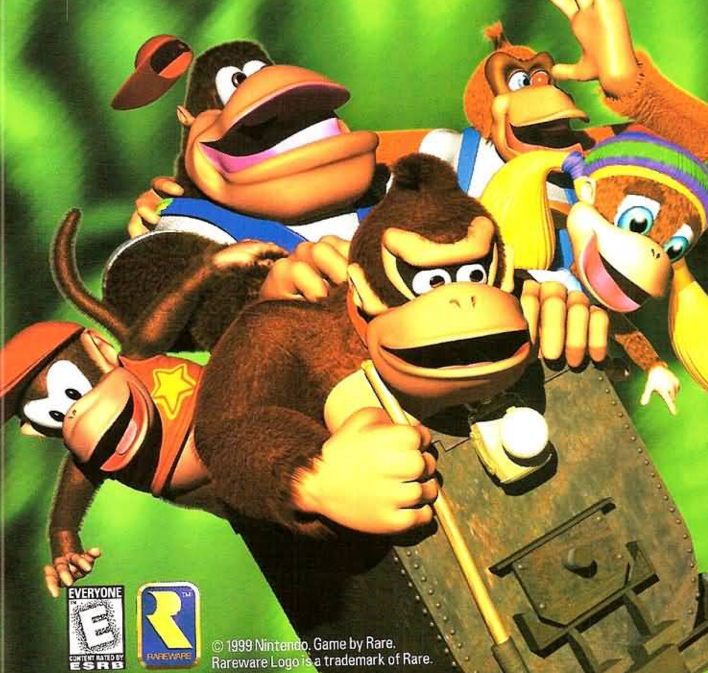
Donkey Kong 64 looks like a million bucks, thanks to the DK team at Rare and the N64 Expansion Pak. But beyond all the flash of real-time lighting and spectacular effects, DK 64 is a huge game starring five Kongs and more Kremlings than you could stuff in a pirate ship. Everything that made DK a blast in the past—the action, the humor, the bonus games, the challenges—plus cool new multiplayer modes make DK 64 the biggest barrel of fun this year.







From giant characters to special effects to beautiful scenery, music and animation, Donkey Kong 64 doesn't skimp on the glitter. The extra memory of the packed-in Expansion Pak makes it all possible, and only on the N64.



APE GAMES

The monkey business in Donkey Kong 64 may involve just one player in Adventure Mode or as many as four players in a multiplayer challenge, depending on the mode you choose. Either way, the game has almost endless fun.

ADVENTURE

The main game for one player is a sprawling quest in which five Kongs tromp through eight worlds full of traps, enemies, puzzles, bosses, bonus games and skill challenges. Each Pak has three game save files.







KONG BATTLES

Once you rescue Diddy and win a Crown Battle, the multi-player mode opens up and two to four players can join in the fun in two types of games: Monkey Smash and Battle Arena. Battle Arena is similar to Super Smash Bros., but there are lots of play options such as Coin Hoard, Wins, Time, Capture and Survival. Monkey Smash is more of a traditional mode that pits players against each other. Most of the options are available in both Monkey Smash and Battle Arena.





A KONG'S RANSOM

There are so many items to collect in DK 64 that you may think that Donkey and company are on some sort of mad scavenger hunt. In fact, each item in the game has a specific purpose that will make life among the Kremlings that much easier. Below is a rundown of the essential items.

COINS

Each Kong collects just one color of coins. With a pocketful of change, they can buy potions, shooters and musical instruments.



BANANAS

Collect five flavors of bananas in each area and feed them to Troff 'n' Scoff so they'll open the boss door.

ORANGES

These oranges are so packed with juice that they'll explode like an OJ grenade when they hit something.

WATERMELONS

The Melon Meter is the Kongs' life meter. Every slice of melon picked up refills one segment of the meter.

CRYSTALS

Crystals are used up over time when you activate special abilities in the Kong Barrels.

MELON CRATES

Smashing Melon Crates will fill up your Melon Meter with four lovely slices of Watermelon. Yum.

SUPPLY CRATES

Supply Crates are filled with coconuts, peanuts and other nutty types of ammo for the Kongs' shooters. The crates always have the proper supplies for your current Kong.

CRANKY'S KONG PADS

These pads carry a picture of the Kong that can use it to blast up to a Barrel Blast sequence or perform some other cool move.



TARGET SWITCHES



Activate these switches by shooting them with the appropriate ammo. If the switch has a peanut image, use Diddy's Peanut Popper.

BLUEPRINTS

Snide once worked for K. Rool, but now he'll help the Kongs if they can bring him the scattered Blueprints.

BALLOONS



The color of the balloon corresponds to the color of the banana inside. Shoot it to get the fruit.

BANANAPORT PADS

Kongs use the BananaPort Pads to zip from one place to another. Step on matching pads to activate the transport.

CRANKY'S KONG BARRELS



Each barrel indicates which Kong can use it to activate a special power such as Tiny's Mini-Monkey Move.

BANANA MEDALS



Earn a Banana Medal by collecting 75 of 100 bananas in an area, then go see Cranky when you have 15 medals.

GOLDEN BANANAS



Keep your eyes on this prize. Golden Bananas determine which doors you can enter. There are five Golden Bananas for each Kong in each world.

CROWNS



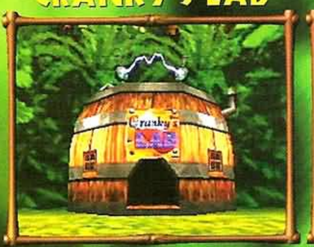
Win Crowns by defeating K. Rool's henchmen in the special battle arenas. You'll need four Crowns to open a special door late in the game.



KIN KONGS

DK and his kindred Kongs have many ways to defeat Kremlings and make their way around the eight worlds of Donkey Kong 64. In the next few pages, we'll introduce you to the many sides of the many Kongs. Although the Kongs begin with a few moves, the best stuff is purchased from Cranky, Candy and Funky. That's why you'll want to collect all the coins you can find.

CRANKY'S LAB



Cranky isn't happy helping his hair-brained relations, but at least he's going to profit from them. Go to Cranky to buy new move potions for all the Kongs.

FUNKY'S SHOP



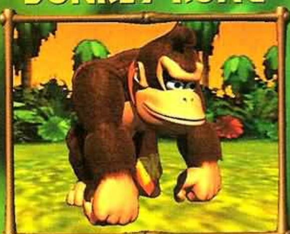
Funky has a loud mouth , but he's the best ape in town when it comes to making custom shooters. Visit Funky for shooters and upgrades.

CANDY'S STORE



Candy has music in her store for her tone-deaf relations. Visit her to buy a special musical instrument for each Kong, then revisit her for upgrades.

DONKEY KONG



Donkey Kong is the self-proclaimed leader of the Kongs. The fact that the other Kongs don't acknowledge his leadership doesn't faze him at all. His experience from other adventures means nothing, because now he has to do everything in 3-D.

ABILITY	NUMBER OF COINS	DESCRIPTION
SIMIAN SLAM	3	All Kongs can do the Simian Slam, but it's one of DK's faves. It's useful for smashing crates, switches and enemies.
BABOON BLAST	3	Press the Z Button while standing on a Kong Pad to shoot into the sky. This is how you'll reach Barrel Blast challenges.
GORILLA GRAB	7	Push the B Button while standing near a lever. Donkey will activate some vital cog in the cosmic wheel.
STRONG KONG	5	Jump into a Donkey Barrel to become invincible, then press the Z and left C Buttons to return to normal.
SUPER DUPER SIMIAN SLAM	7	Donkey can pound the ground and activate switches with red backgrounds once he has this potion.

Simian Slam

Baboon Blast



Gorilla Grab

DIDDY KONG



Diddy considers himself the coolest of the Kongs, but he's been getting into trouble for years and now he's in it up to his scrawny chimp neck. The only thing that might keep him above the flood is his new Rocketbarrel Boost.

ABILITY	NUMBER OF COINS	DESCRIPTION
CHIMPY CHARGE	3	Press and hold the Z Button then press the B Button to launch Diddy's powerful, head-bashing move.
ROCKETBARREL BOOST	5	Hop inside a Diddy Barrel and jet around while the Crystals last. End the flight by pushing Z and left C.
SIMIAN SPRING	7	While standing on a Diddy Pad, press and hold the Z Button to launch your chimp to new adventures.
SUPER SIMIAN SLAM	5	All Kongs can perform this one. It's useful in many situations, such as when you attack multiple enemies.
SUPER DUPER SIMIAN SLAM	7	Like all the other Kongs, Diddy can upgrade his pound-the-ground move to activate higher level blue and red switches.



Chimpy Charge



Rocketbarrel Boost



Simian Spring

TINY KONG



Tiny looks a lot like her big sister, Dixie, but she has her own special ability. Tiny can get small and enter little passages to reach special areas. She also can spin her pigtails and glide in the air.

ABILITY	NUMBER OF COINS	DESCRIPTION
MINI-MONKEY	3	Jump into Tiny's Barrel and pop out at just a fraction of Tiny's original size so she can go through small doors.
PONYTAIL TWIRL	5	Jump up and hit the A Button while Tiny's in the air to start the Twirl. Her hair acts like a helicopter.
SUPER SIMIAN SLAM	5	It's the second big drop that all Kongs share. Jump up and hit the Z Button to slam down on blue Kong Switches.
MONKEYPORT	7	Press the Z Button when standing on a Tiny Pad to launch Tiny to her destination.
SUPER DUPER SIMIAN SLAM	7	Once Tiny has the SDSS move, she can pound-the-ground and activate red switches.





Monkeyport

LANKY KONG



No one is quite sure how Lanky is related to the other Kongs. His long arms suggest an orangutan heritage. But as silly as Lanky seems to be, he really knows how to slap Kremlings into shape.

ABILITY	NUMBER OF COINS	DESCRIPTION
ORANGSTAND	3	Press the Z Button while standing on a Lanky Pad to perform this amazing handstand move.
BABOON BALLOON	5	Lanky floats around in the air for a limited time like a hot air balloon. Begin the flight at one of Lanky's barrels.
SUPER SIMIAN SLAM	5	Lanky can pound the ground on blue switches once he upgrades his Simian Slam move at Cranky's Lab.
ORANGSTAND SPRINT	7	Press and hold the Z Button, then push the B Button and use the Control Stick to walk around on Lanky's hands.
SUPER DUPER SIMIAN SLAM	7	This is more red Kong Switch stomping by yet another Kong described in classic Rarespeak.

Orangstand

Baboon Balloon



CHUNKY KONG



The biggest Kong puts on a good show, but when it comes down to playing the game, he'd rather be sitting on the sidelines. Even so, you'll have to use this big baby at times when his strength and size really count.

ABILITY	NUMBER OF COINS	DESCRIPTION
HUNKY CHUNKY	3	This special move requires Crystals and the Chunky Pad. Prezz Z to turn Chunky into a Mega Monkey.
PRIMATE PUNCH	5	Hold the Z Button and push the B Button to unleash this mega punch and make the Kremlings cower.
SUPER SIMIAN SLAM	5	It's an oldie but a goodie. The Super Simian Slam, or SSS, lets Chunky smash blue Kong Switches.
GORILLA GONE	7	With a quick trip to one of Chunky's barrels, our overlarge ape becomes invisible to enemies.
SUPER DUPER SIMIAN SLAM	7	Chunky, like all of his cousins, can slam the red Kong Switches once he has this upgraded move.







ITEMS & UPGRADES

DK and the other apes aren't alone on their mission to rid the islands of K. Rool and his followers. In their adventures, they'll use many items to make the world safe for apeocracy. The Kongs can each buy a shooter from Funky and a musical instrument from Candy, and later they can revisit the stores and upgrade their items to more powerful forms.

FUNKY'S SHOP



Funky's Shop is found at convenient locations throughout the DK Isles. Inside, Funky Kong is happy to sell you his patented shooters—a different one for each Kong. He also upgrades shooters and fills up ammo.

ABILITY	NUMBER OF COINS	DESCRIPTION
SHOOTER	3	The Kongs' shooters each fire a different type of ammo, but they all work the same way and they're all essential.
AMMO BELT 100	5	Boost the amount of ammo you can carry to 100. If one Kong pays for this upgrade, all the Kongs get it!
HOMING SHOTS	7	This upgrade lets you fire and forget, because the shot will home in on a moving target.
AMMO BELT 150	7	The second ammo upgrade gives your Kongs the ability to carry 150 shots.
IMPROVED SIGHT	9	The upgrade for improved sights works with the left and right C Buttons and lets you zoom in on your target.

Shooter

Ammo Belt

Improved Sight

CANDY'S STORE



Music soothes the savage beast, not to mention the sophisticated Kong. Visit Candy Kong to get set up with your own instrument. If one Kong buys an upgrade, all the Kongs will benefit.

ABILITY	NUMBER OF COINS	DESCRIPTION
INSTRUMENT	3	When a Kong plays the instrument on the proper pad, something happens. The music can also blast foes.
15 BLASTS	5	With this upgrade, a Kong can use an instrument 15 times to attack enemies.
EXTRA MELONS	7	Candy sells an extra Life Melon to the Kongs. Once one Kong has bought an extra melon, every Kong gets one.
20 BLASTS	7	Move up to a 20-blast instrument for just seven coins. Pick up the blue headphones to recharge the instrument.
25 BLASTS	9	The final instrument upgrade gives you 25 blasts. A single blast can wipe out an entire group of enemies.



Musical Instrument



Extra Melon



Extra Blasts

SNIDE'S H.Q.



Snide is trying to collect all the missing Blueprint pieces. When you find such a piece, take it to Snide's H.Q. He'll add it to his collection and reward your Kong with a Golden Banana.



A PARTY OF FIVE

You won't go far in Donkey Kong 64 without the special skills of all five Kongs, and only DK is free at the outset of the game. K. Rool has locked up all the others. The good news is that none of the caged Kongs are all that hard to find. When you enter the area where a Kong is kept, you'll see a brief cinema scene that points to the imprisoned ape's location.

DIDDY'S DEN



In Jungle Japes, Diddy is being held in the cage high on the mountain. The three indicators above the cage will turn green when the corresponding Target Switch is hit. DK will need the Coconut Cannon to free Diddy.

LANKY'S LAIR





Lanky is found in the Angry Aztec area. First you must free the llama from its cage by completing DK's Barrel Blast. In the temple, you'll see the llama again. Play DK's drums to turn the lava into water then swim through the channel to reach Lanky.

TINY'S TEMPLE





Take Diddy into the temple, jump from one tongue platform to the next, shoot the Target Switch across the room, scamper over the bridge and play Diddy's guitar to melt the ice pond. Next, swim to Tiny's chamber and use the Chimpy Charge to activate the letters and spell out KONG.

CHUNKY'S CAGE





You won't find Chunky Kong until later in the game when you reach Funky's Factory. K. Rool did a good job hiding the big fellow. Look for the pipe shown in the first screen shot above, climb to the top, and stomp the button with Lanky to make Chunky's cage appear.

LAWS OF THE JUNGLE

With so much to do and collect in every area, DK 64 may become confusing. We recommend tackling each world by following the steps listed below for each Kong. This is a general rule, so always do whatever you can as soon as you can.

1. Collect coins
2. Visit Kong Shops
   -Purchase moves
   -Purchase items
3. Gather Snide's Blueprints
4. Earn Golden Bananas
5. Collect Troff 'n' Scoff Bananas
6. Defeat Area Boss



JUNGLE JAPES

DK may be the Kong of the Jungle, but this forest has been infested with cronies of a Kremling kind. Our hero's first job is to rescue his little buddy, Diddy, from the cage on the mountainside. Later in the game, Lanky, Tiny and Chunky will have to visit the Japes, but for now we'll just get started with DK and Diddy's journeys in the jungle.

CRANKY'S LAB

TROFF 'N' SCOFF

SNIDE'S H.Q.

FUNKY'S STORE

START

KEY

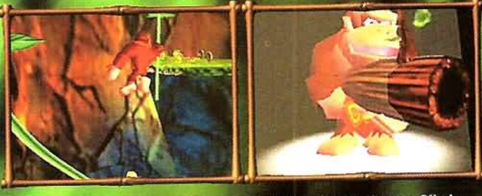
- Bananaport Pad
- Tag Barrel
- Passage

MEET K. LUMSY



Swim out to the round island with the big cave where you'll meet K. Lumsy. The giant Kremling has been booted out of K. Rool's service for the crime of kindness. Now he's locked up and lonely. One of your main tasks in the game is to win keys from boss characters to open K. Lumsy's cage.

QUICK CHANGE



DK doesn't have far to go if he wants a little pocket change. Climb the palm tree to the left of the entrance of the main area of Jungle Japes, then swing along the vines to reach the platform. Collect the coins surrounding the Kong Pad and go look for Funky's Store.

DIDDY'S DOORS




After freeing Diddy from his cave, you'll find a second Golden Banana inside the cave where Diddy was imprisoned. If DK takes that banana, several doors will open up down by the water, giving you access to Cranky's Lab.

SNIDE'S SNEAKS




Diddy can earn a shiny Golden Banana simply by defeating the Kremling with red hair in the tunnel that leads to Cranky's Lab. Once the lizard has lapsed, take the red Blueprint piece to Snide's HQ. Look for other Blueprint pieces with all the Kongs.

RAMBI'S RAMPAGE




The crate in the cave behind Cranky's Lab contains Rambi the rhinoceros. Touch the crate to turn into Rambi, who can use his horn to ram the huts in the valley, revealing switches beneath. Then take Rambi into the tunnel and break through the Rambi picture.

BARRELS OF FUN




After paying Cranky for his latest potion, return with DK to the Kong Pad on the ledge and rocket up to the Barrel Blast area. During the Barrel Blast challenge, just push the Z Button when the crosshairs are on the next barrel. The final challenge is to blast to the Golden Banana.

DIDDY'S MOUNTAIN




Just to the left of the #2 Bananaport is a Peanut Popgun Target Switch. When Diddy shoots the switch, a curved ramp will appear, leading up the mountain. Follow the ramp until you reach a door. The ramp will stay extended for a short time only, so be quick about it.

WALK THE PLANK





Diddy's first job in the mine area is to climb on top of the stack of boxes to the right of the entrance. Flip jump to the top and shoot the Target Switch on the back wall. Then cross the plank and stomp the switch to make the Golden Banana appear on top of the mountain.

CHARGE IT




Buy the Chimpy Charge move from Cranky, then take Diddy back to the mine and charge through the gate that leads to the red and green buttons. Charge the green button to slow down the conveyor belts, which you'll then be able to scamper up to reach the mine cart challenge.

TIME'S AWASTIN'




Once Diddy stomps on the Kong Switch near Cranky's Lab, you'll have 50 seconds to race outside to the hill where the gate has opened on a Golden Banana near Funky's Shop. Your first stop should be the Bananaport Pad 4, which warps Diddy to the water. Then just swim, climb and run.

CHIMP ON WHEELS

The challenge in the mine cart is to collect 50 special coins and earn a Golden Banana. Hit the first and third switches to keep the cart on the right track to reach the most coins. You can control speed and tilt, but if you go too slowly the TNT and Kremling carts might ruin your chances.

TWO TO ENTER



Take Diddy back into the tunnel where you first entered Jungle Japes. You'll find two Target Switches with peanuts on them. Blast both switches to open the gate. Inside, grab the Golden Banana and Red Coins and shoot the balloon. You'll have to return later for the rest of the treasure.

CROWNING TOUCH



In the Battle Arena, the best method to defeat the charging beavers is to hold your position and pound the ground when they close in. Don't wait too long, though, or the beavers will start gnawing on your Kong. If you defeat three sets of the voracious rodents, you'll win a Crown.

TROFF 'N' SCOFF



Troff the pig and Scoff the hippo wait for you at the end of each world. When you've collected enough bananas—60 for Jungle Japes—they'll grant you access to the boss that is waiting for you behind the big doors. In this first world, the boss character is the flame-throwing Army Dillo.

ARMY DILLO

DON'T GET BURNED



Army Dillo has a hot reception in store for Donkey beyond Troff 'n' Scoff's door. The first attack comes from the Dillo's twin flamethrowers. The flames are aimed at DK, so just run left or right to avoid them. Don't stray far from the barrel because you'll need it later.

DODGE THE DILLO



When Army Dillo rolls up and comes after DK, just scoot over to the rock wall. The big baddie will turn away then set up to shoot flames at you once more. When the flame-shooting is over, rush in, grab the explosive barrel, and throw it at the Dillo. Three hits are all it takes.

APE EXPECTATIONS

Once you defeat Army Dillo and win the Gold Key, go visit K. Lumsy. A new area will open up, inviting you to explore its many mysteries. Next month, Nintendo Power will stop monkeying around, free the remaining Kongs and head into the wilds of the biggest, hairiest action adventure ever for the N64.



Tom Clancy's

RAINBOW SIX™













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NINTENDO64



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STEP RIGHT UP—IT'S A CRAZY RIDE

One freewheeling hero against Whoopie World, an amusement park gone crazy—that's the fantastic story behind Ubi Soft's new Pak. With whimsical designs envisioned by the mad mavericks at Sucker Punch, Rocket pops up as one of the most surprising platformers this year. It's got puzzles stickier than a cotton candy meltdown, so join us as we pick apart the first parts of this park.

ROCKET: THE ONE-WHEELED WONDER

Nothing throws our hero Rocket off balance, not even the sabotage of the park that this maintenance robot is programmed to serve. Rocket can cycle and jump around on just one wheel and—for a robot with no arms—can learn lots of great moves.

throwing



While holding an object, press B to aim your throw. Press B again when the targeting sight is where you want it.

swinging



While hanging from handles, you can swing back and forth. Jump while swinging high to leap even longer distances.

slamming



After you receive Tinker's Slam upgrade, you can pick up objects and smash them open. Some contain tokens or power-ups.

double jumping



Once Tinker fits you with the Double Jump, press A while in mid-jump to blast your boosters and go a little farther.

freezing



After Tinker upgrades you with the Freeze Ray, you can freeze enemies in ice and create floating icebergs in water.

TINKER: A BOT'S BEST BUDDY



Another maintenance robot, Tinker, is always working to keep Whoopie World operating, but he always has time to help you out. Collect Tinker Tokens to earn move upgrades and use certain equipment in the park.







Two hundred tokens are spread through each theme park. Most are out in the open, some are hidden and others are inside objects that you must Slam open.

silver	gold	purple
	 	
1 pt	5 pt	10 pt

ONE STAR, ONE WANNA-BE

If you feed the Whoopie World's namesake a fish, the mindless walrus will be quite content. But Whoopie's sidekick, Jojo, has grown sick of the marine mammal hogging the spotlight. On the eve of Whoopie World's grand opening, Jojo has sabotaged the park and stolen all the Tickets that operate the various theme areas.

the tickets

In each theme area, you can find 12 Tickets. To enter another theme area, build your total Ticket stockpile to match the number on that theme area's entry Ticket Switch.



All the Tickets were kept nice and safe on the orbiting control station—until the conniving raccoon got his paws on them.



To get a Ticket back, you'll need to solve a puzzle. Use the Hint Menu to get a clue related to each and every Ticket.

MACHINE PARTS

Jojo has smashed machines in each theme park. Collect all seven Machine Parts in each park, then find the activator to start up the machine again. Whatever its fun effect, the machine will allow passage into new areas.



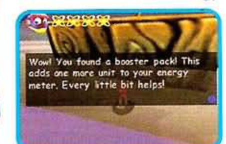
You don't need to carry a Machine Part anywhere with your tractor beam. Just touch the part to add it to your collection.



You can see which Machine Parts you've found in each theme park by pushing the Start Button to access the Main Menu.

BOOSTER PACKS/ FILL-UPS

When the game begins, your Energy Meter will take only three hits. If you can find the floating Recharge Stations, you can power up fully. If you're not near a station, be on the lookout for two energy boosts.



The Booster Pack will increase the capacity of your Energy Meter by one. These perky pick-me-ups are few and far between.



Some objects and enemies, when Slammed open, contain a glowing power-up that replenishes your weakened Energy Meter by one.

THE TICKET TO SUCCESS

At the start of your Rocket adventure, you're in a space station suspended far above Whoopie World. Your master takes the night off, celebrating the upcoming opening of the park, and leaves you in charge. Just when you notice that Jojo has abducted Whoopie and stolen all the Tickets and Tinker Tokens, the rotten raccoon conks you on the head. You wake up to amusement park mayhem.



WHOOPIE WORLD (TICKET A)

Clue: GRAB IT ON YOUR WAY IN.

You'll need a certain number of Tickets to enter some theme areas throughout the amusement park. Whoopie World requires one. Fortunately, in Jojo's haste to drag his plunder into the park, he dropped exactly that many. Grab it then stomp on the Ticket Switch.



After you teleport down to the amusement park, you'll be face-to-face with the front entrance: Whoopie's giant head and tusky mouth. You'll need Ticket A to climb into the mammal's maw, which leads into Whoopie World.

TALK TO TINKER



Tinker will fill you in on Jojo's sabotage then open the entrance to Clowny Island, one of the theme areas that don't require Ticket Switch entry.

CLOWNY ISLAND



The first theme park revisits the classic amusement park—but with lots of strange twists. On Clowny Island, you can rebuild a rollercoaster, play games on the Midway and romp through a buzzing funhouse. During these and other loony amusements, you can get the hang of Rocket's unique controls as you search for 12 Tickets and 200 Tinker Tokens.









Clue: STOP AND SMELL THE ENORMOUS FLOWERS.



Avoid the gopher near the flowers next to the Midway. If he gets close enough, he'll fling you far away with his tractor beam.



Adjust the camera angles before each leap and take a good roll into each jump to clear the petal gaps and reach Ticket A.

clue: SWING INTO ACTION ON SOME FLOATING PLATFORMS.



Go to the short pier on the beach and hop across the floating buoys to get nearer to Ticket B, which rests on the last buoy.




The last jump is too far to make without a little extra oomph. Swing from the lightpost to go the distance and grab the ticket.

clue: A HIDDEN ENTRANCE? BEE OBSERVANT!



The entrance to Bee Ware is boarded up. You can slip in through the maintenance entrance, found under Bee Ware on the beach.



Among many other funhouse feats on the way to the end, where Ticket D is, are teetering log platforms. Keep your balance.



clue: WHO'S UP FOR A RACE? YOU MAY NEED A LITTLE HELP.



First, find the DuneDog. Then speed it over the jump ramp next to the Midway to reach the corn-shaped car, which wants to race.



If you go easy on the go-juice and drive carefully as you race the course, you will easily beat your opponent and win Ticket E.



clue: THE BATTLE OF MIDWAY



You'll have to win three games before you leave Midway to win Ticket C. Feed the Presidents is a straightforward apple shooter.



You're not on the clock in Alley Cats. Throw tomatoes first at three yellow cats, then four red ones, then five blue felines.



In Chick-Tac-Toe, cheat the chicken by lining up your moves, then whacking your feathered foe while he's aiming to block you.



clue: PICK UP SOME RINGS AT THE DRIVE-THROUGH.



Ride the DuneDog under the main boardwalk ramp. Starting there, race through the ring track in 44 seconds to win Ticket F.



FIND THE MACHINE PARTS



You'll find one of the parts on the left side of the Midway near the huge flowers. Pluck this helmet-shaped piece from midair.



One more is near another DuneDog summoning pad on the beach—this one above a dune out from under the boardwalk. Use the DuneDog.



You can collect another part near the DuneDog summoning pad on the sand dunes—under the Midway portion of the boardwalk.



Find another part next to the ramp that leads up to the Midway. It's easy to miss this hidden nook, so search carefully.

THE DUNEDOG



Steer
Right Yourself/Jump
Accelerate
Exit
Brake

After finding 50 Tinker Tokens, you can hop into the DuneDog, found first on the beach under the Midway. Later you can make it appear using summoning pads. If you're driving for precision, have a soft touch with the accelerator, using it in bursts once your direction is aligned.



clue: HELP THE SCREWS THEN TAKE A SPIN. ONCE AROUND IS ENOUGH.



To activate the rollercoaster, find all four screws: near the Galaxy 2000, on the beach, next to the gopher and near Bee Ware.



Use the control panel that appears to piece together the low, high and twisting rail sections of the rollercoaster.



To win Ticket G, you need to create a full circuit and ride it. Jump out by pushing R, or you'll ride the circuit again and again.



clue: COAST THROUGH FIVE TARGETS. CROSS THE TRACKS IF YOU DARE.



To score Ticket H, you'll need to wrap your mind around a much harder track puzzle: riding through five targets in order.



You will need to plot your track back across placed pieces to reach the last target—be creative with twisting pieces.



clue: THE DINOSAUR NEEDS A FEW PARTS.



After you've collected all the Machine Parts, bump into the weird tree behind the Carnosaur to activate it and earn Ticket I.



clue: CHECK OUT THE VIEW FROM THE CARNOSAUR'S CRANIUM.



Once you've activated the Carnosaur, you can get in it through the foot. Inside, you'll need to use objects to climb toward its head.



You'll emerge from the head exit into the Carnosaur's mouth. Head up the ramp to reach its eye sockets and the Ticket up top.



clue: GET A HANDLE ON THE MIDWAY.



Haul a crate to the right side of the Midway, climb on it, then swing from the handles to access the roof, where Ticket K is.

FIND THE MACHINE PARTS



One of the Machine Parts is tucked underneath the main ramp from the beach up to the boardwalk. Peer under and grab it.



Another of the Machine Parts has fallen into the Galaxy 2000 rollercoaster area. Find this piece behind the main platform.



You'll find one of the parts in Bee Ware. Guide your in-air jump path just right to grab it without falling into the gap.



clue: TOKENS ARE ALWAYS USEFUL.

Collect all 200 Tinker Tokens to win Ticket L. Look everywhere. Have you searched the Carnosaur's back? Smashed all in sight with the Slam upgrade move?

PAINT MISBEHAVIN'



To enter this Roman theme park, first open the gate for the main Whoopie World area. After you get the Slam upgrade, smash the nearby key from its clear case then take it near the gate to unlock it. Inside, the Paint Misbehavin' entrance is in the stone structure and doesn't require Ticket Switch entry.



clue: YOUR TRUE COLORS AREN'T ALWAYS ENOUGH.



To reach the paint pool area where Ticket A is guarded by a sentry, hitch a ride on the discus thrown by the walrus statue.



To pass by the sentry, use the pools in this order: Full body, yellow. Full body, blue. Waist, clear. Waist, yellow. Waist, red.

Statue Garden
Paint Pools
HoverSplat
Enter
Water Pump
Finbot



THE HOVERSPLAT



Exit


Aim
Change colors



After finding 225 Tinker Tokens, you can reach the HoverSplat, which can color some objects with blasted splats of paint.



clue: SPRUCE UP SOME STATUES.



Ride the HoverSplat past the paint pool area to the circular pool that borders four statues: a banana, a heart, a carrot and a tree.



Use splats to paint the statues yellow, red, orange and green, respectively. Then the B Ticket—and another surprise—will appear.



clue: MORE ELECTRICITY! MORE LIGHTNING! MORE!



In the Energy Orb Room, five colored orbs rotate around colored floor bulbs which jolt any same-colored orb that passes.



Use the HoverSplat to match the orb colors to the bulb colors in the right order to attain max joltage—and get Ticket C.

clue: YOU RAISED IT, YOU CLIMB IT.





If you grab Ticket B, a temple will rise. Use the gears and statue instead to reach the roof. There, climb a rope to get Ticket D.





You can find one of the parts out in the open, near the walrus statue that throws the discus outside the paint pool area.



Another Machine Part is in the Energy Orb Room. Take your eyes off the mesmerizing orbs and jump up to nab the floating part.



Find a Machine Part outside the cave that leads to the Energy Orb Room. It's in the cobwebby corner next to the ivy-covered wall.



Another one of the parts is tucked in the back side of the circular pool area with the banana, heart, carrot and tree statues.



clue: PUT SOME MEDALLIONS TOGETHER AND WATCH THE FUN.



Ticket E is behind the door with three half-medallions. Their matching halves are in pillar chunks strewn about the theme park.



The chunks are near the door, around the paint pools and outside the orb cave. Throw the three medallions at the door to unlock it.

clue: SWING THROUGH THE TREE.



In the river valley, use Double Jump to reach the temple roof via nearby tree handles. Touch the roof pad then collect Ticket F.

THE FINBOT



Steer

Hold to Go

Double Tap to Speed Burst

Exit

You'll first find the FinBot floating in the river valley. The over- and underwater vehicle can swim at an even pace if you hold A and gain a speed burst by pressing A once quickly.



clue: YOU'RE UNDERWATER, BUT THINGS ARE LOOKING UP.



On the underside of the valley pier is a sheep-marked pad. Drag a sheep underwater, then let it bob up to the pad to get Ticket G.



clue: YOUR TURN TO FIX THE MACHINE.





After you have all Machine Parts and turn on the pumping machine, Ticket K will appear floating at water level at the aqueduct.



clue: RINGS + FINBOT = TICKET



To win Ticket I, you'll need to race FinBot through the ring track found near the pumping machine within 44 seconds.



To jump through the one suspended ring, build up a firm pace underwater by holding A, then push A once quickly to make the leap.



clue: IT'S IN THE BACK.



After the pumping machine has raised the water, ride FinBot to the machine and hop on the platform. Ticket K is on the back of it.



clue: HMMM... LOTS OF WATER. WHY NOT SEE WHERE IT GOES?



After the pump machine has filled the canal, you can enter the aqueduct with FinBot and access an underground obstacle course.



In the course, you'll need to navigate whirlpools and water columns to reach a main tank, beyond which Ticket J is hidden.





clue: 200 WILL GET YOU 1.

Pick up all 200 Tinker Tokens to win Ticket L. Though easily seen, the hardest ones to get are inside the aqueduct course.

FIND THE MACHINE PARTS



Another one of the Paint Misbehavin' parts is in the river valley—in the river. Jump off the banks to fall through it.

You'll locate another of the Machine Parts in the staggered rock column area that separates the river valley from the canal.



One more Machine Part is at one end of the water canal. Find the part near the metal-sided tank that holds the pumping machine.

WAY MORE WHOOPIE

You might have coasted through the first two theme parks, but the explosive areas in Mine Blowing, floating fantasies in Arabian Flights and other challenges beyond Whoopie World will jam a stick in your spokes. There's much more to do—and Rocket can't disappoint the opening-day crowds!

One of the most unusual and captivating games ever for Game Boy and the Super NES has made its way to the N64 just in time for a fall harvest. Natsume's Harvest Moon 64 combines strategy, simulation and role-playing in a rich, hybrid gaming experience in which heroes plow the soil, raise chickens and attend local festivals.

Harvest Moon 64™

Home, Sweet Home

Be it ever so humble, your new home is all you've got when the game begins. Weeds and stones may litter the fields, but your job is to turn this disaster into a profitable estate within two years. You'll learn to plant crops, raise livestock, gather valuable resources and woo a sweetheart. If it all seems a bit too much, let Power be your guide to the good life.

A Game for all Seasons

Not only does Harvest Moon pass through the seasons of the year, it also passes through the seasons of video game technology. Beginning with the Super NES, versions of Harvest Moon have appeared on Game Boy, Game Boy Color and the N64.







Get Down and Dirty

You're going to have to get down to earth in Harvest Moon 64 if you want to succeed. That means doing the dirty work of preparing the soil, planting crops, caring for them and bringing in the harvest.

Clearing the Land

Crops won't grow unless you clear a field before you try to plant. For your first step, remove anything that might get in the way, such as rocks, weeds and stumps.



Rocks

Rocks litter your field when you arrive on the farm. You can move them or break them up using your mallet. You can even toss them in the water.

Weeds



Even though you pluck those pesky weeds, they'll grow back unless you plant a crop. Just make sure that there are no weeds growing in the area that you want to plant.

Stumps



Use your axe to chop up stumps. Not only will your effort result in open field space, you'll be able to use the chopped wood to build fences and other improvements.

Mother Earth

Growing crops successfully requires hard work and patience. You'll have to prepare the soil, plant the seeds efficiently, and keep the seedlings watered until it's time to harvest the mature plant.



Till 'til You Drop

Once a patch of ground is cleared of obstacles, select your hoe to till the soil. Use the hoe once on each section of ground in a three-by-three grid. This is the most efficient use of the land even though crops in the center square can't be watered

Sow the Seeds



Once you've selected a bag of seeds, stand in the center square of your tilled patch and throw the seeds. They'll cover the three-by-three grid.

Water the Seedlings



Young plants need water every day. Use the watering can to water each square of your planted grid. Don't bother watering on rainy days.

Harvest Time

The most important part of the planting cycle is harvest time. Most plants will visibly change to let you know when they are ripe and ready for harvesting. Some plants can produce more than one crop.



Bin There, Done That

Place your crop grids near the collection bin so that you don't waste time carrying crops long distances during the harvest.

Practice Makes Perfect



The more you use any of your tools, the better at it you'll get. After a while, you'll get so good that you'll earn a more powerful version of the tool. Each tool has three upgrade levels. You'll be able to accomplish new tasks with some of the upgraded tools.



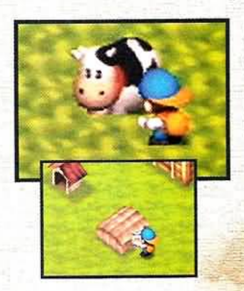
Animal House

Horticulture isn't the only game in town. An enterprising farmer will take a stab at raising animals, as well. In addition to the horse that is given to you and your trusty dog, you can buy and breed cattle, sheep and chickens.



Home on the Range

Raising cows requires a lot of work and a lot of money, but the return is sizable. If you care for your cows, they can produce excellent milk worth its weight in gold.



Milking

Cows produce milk, which you can sell at the rates listed below. The better you take care of your cows, the better the quality and quantity of milk they'll produce.

Small Milk..........100 Gold
Medium Milk.......150 Gold
Large Milk.........300 Gold
Special Milk.......500 Gold

Healthy Herds



Sick cows don't produce quality milk, so you'll want to keep your herd healthy. Cows shouldn't be allowed to stay out in the rain. If they get sick, buy them medicine.

Good Breeding



Buying new cows from the ranch is expensive, but it's relatively inexpensive to breed new cows from your mature cows. This is the best way to make a sizable dairy herd.

Deep in Sheep

Sheep don't produce wool on a daily basis, but you can get several coats of wool each year. Like cows, sheep will eat the grass that you grow on your farm, and you can increase your flock by breeding your sheep.



You'll want to grow large areas of grass to feed a big herd of sheep. When the weather's bad, put them in your barn.

Regular Wool ....900 Gold
Quality Wool ....1,800 Gold

Playing Chicken

Raising chickens is another great way to make big bucks, because mature hens lay eggs daily, and you can increase the flock by incubating eggs. Chickens eat chicken fodder instead of grass.

Egg .... 50 Gold



Incubate chicken eggs to produce chicks. Those chicks will turn into hens that will lay even more eggs.

Horse Trading

The local rancher actually gives you a colt on your first visit. With love and care, that colt will grow into a horse. You'll be able to race your horse when it's big enough to carry you.



You don't have to worry about feeding your horse, but talk to it and brush it. During harvest, your horse can help by hauling crops to the bin.

It's a Horse Race!





When your horse has grown up, you'll be able to enter it in the horse race. The trick to winning the race is to tap the A Button at a steady pace. If you're not in the race, you can bet on other horses.



Flower Bud Village

The main town has shops, people and gathering places such as the town square and the inn. You'll buy things here, meet people and join in community activities. Something new is always going on in town, so visit often.

A Town Square

Many of the annual activities and festivals take place in the square. Just take the steps at the end of the main street to reach this area.

B The Inn



The local watering hole is the place where many of your neighbors gather in the evenings, though not on Sunday. Here you can hear a tale or buy a glass of rejuvenation. Be forewarned that the menu is pricey and not worth the gold unless your character is overly tired.

C Church

The local church also doubles as the school. Here you can talk to the students, who all seem to be the children of the Potion Shop owner—one of the most important people in town.

D Lilia's Flower Shop



Visit Lilia's to buy seeds for crops and flowers. The inventory changes according to the season, so you'll find potatoes and turnips in the spring and corn and tomatoes in the summer. You'll also find grass seed at Lilia's, which is a must for providing animal fodder.

E Rick's Tool Shop & Craft Store

Visit Rick's from time to time to see if new items have come in. You can buy the cow brush here and other useful or curious products like an Ocarina. The shop isn't open on Sundays.

F Bakery



The town bakery is filled with delicious treats such as cake, but these delectable items will cost you a pretty penny. If you munch on these sweets, you'll increase your energy level. The shop girl will be particularly pleased if you sample the baked goods.

G Mayor's House

You can drop by the mayor's home and talk to people, including his wife and his daughter, Maria, who also works in the library.

H Library



The library may be filled with interesting books on many subjects, but the only subject worthy of your attention is Maria, the receptionist. She'll be very pleased if you stop by, look at the books and talk to her. Pleasing prospective mates is one of the more subtle aspects of the game.

I The Midwife

Later in the game, after you're happily married, you may need the services of the midwife when it comes time to have a baby. Visit her here to retain her services for the happy event.

J Potion Shop



Visit the Potion Shop for medicine when your animals get sick. You can help the owner by bringing him medicinal herbs that you may find in the woods. If you get tired from working too long, you might even need medicine for yourself.

Mr. Farmer's Neighborhood

Harvest Moon 64 isn't just about harvesting crops, keeping animals and making money. There's a strong role-playing element with dozens of characters. Talk to them and help them whenever you can. In turn, they may help you.



The Green Ranch

This is where you'll buy livestock and where you'll get your horse for free. The girl who lives here, Ann, is friendly and helpful, but her brother won't give you the time of day.



The Vineyard

The local vineyard can be found north of the village along the trail to the mountain. You'll meet Karen, the daughter of the owner, and some of the workers. Later in the game, a crisis situation will develop at the vineyard.

Moon Mountain



The higher slopes of Moon Mountain are inaccessible early in the game. You need to help rebuild a bridge before you'll be able to reach the restaurant at the top of the mountain. You'll also find the restaurant's proprietors and a spa.



The Carpenter

As the money begins to pour in from your many efforts, you'll want to add onto your little shack. The carpenter will do the work, but for a steep price. When he comes asking for help to fix the bridge, give him a hand.

Kitchen	**5,000 Gold, 450 Wood**
Bathroom	**3,000 Gold, 300 Wood**
Stairs	**1,500 Gold, 150 Wood**
Green House	**30,000 Gold, 580 Wood**
Deck	**7,000 Gold, 350 Wood**
Child's Bed	**1,000 Gold, 200 Wood**



♥ on the Farm

One of the most important parts of the game is wooing and winning a mate. There are five eligible bachelorettes in the area, and you'll have to win the heart of one of them by proving to her that you are marriage material.

Magic in the Air



The world of Harvest Moon 64 seems to be based in reality, but magical events are never far off. To see what we mean, we suggest that you be nice to tiny people, throw a small fish into the pond, and toss a vegetable into the pond near the carpenter's house.



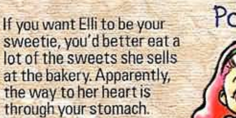
Affection Meter

Unlike real life, the young women in Harvest Moon 64 wear their hearts on their sleeves. The color of the heart-shaped icon that appears in the woman's text box indicates her level of attraction to you.

- **Indifferent**
- **Friendly**
- **Flirtatious**
- **Enamored**
- **Truly in Love**

Elli





If you want Elli to be your sweetie, you'd better eat a lot of the sweets she sells at the bakery. Apparently, the way to her heart is through your stomach.

Popuri



The aptly named Popuri works in Lilia's Flower Shop. She loves gifts of flowers, and she also loves to see flowers planted at your house. Her dad is the local botanist, so help him out if you get the chance.

Maria



If you want to meet a girl named Maria, visit her in the library or at the mayor's house. She also seems to win most of the prizes at local festivals. If you woo her, you'll have to compete with the amorous postman.

Ann



Ann loves cute and cuddly animals, which is fortunate since she works at the ranch. If you find little forest creatures, take them to her as a gift. Stay clear of Ann's surly brother.

Karen



Karen's folks run the local vineyard, and she works in the inn. She's nice once you get to know her, but she has a sharp tongue for strangers. Bring her presents of wild berries and make friends with the vineyard workers.

Spring

The game begins in spring, which is the easiest season for growing things. Along with lots of sunshine you'll have a few days of rain. It's important to get established early and begin growing grass for forage in addition to cash crops. It's also a good time for gathering berries and herbs from the woods.





Spring Calendar of Events

1st .... **First Day**
8th .... **Planting Festival**
16th .... **Deadline for Entering Horse Race**
17th .... **Spring Horse Racing**
18th-22nd .... **Vote for the Flower Princess**
23rd .... **Spring Flower Festival**

Seasonal Crops

Three crops can be grown, harvested and sold during the spring. You can and should also grow grass forage for your animals. Each of the spring crops produces a single harvest.

Cabbage

Harvest Moon crops often grow in several steps from seeds to maturity. Cabbage is the slowest-maturing Spring crop.



Seed Cost:	**200 Gold**
Unit Price:	**90 Gold**
Growth:	**7 Days**

Potatoes

All three Spring crops cost 200 gold per sack of seeds. The return on potatoes is almost as much as on cabbages.



Seed Cost:	**200 Gold**
Unit Price:	**80 Gold**
Growth:	**6 Days**

Turnips

Even though you can harvest three turnip plantings for every two cabbage harvests, turnips still earn you less money.



Seed Cost:	**200 Gold**
Unit Price:	**60 Gold**
Growth:	**4 Days**

Season of Renewal



Homecoming

The first day of the game begins when you take over your grandfather's farm. The mayor and other townsfolk have heard about your arrival, and some of them will even drop by to say hello. In fact, the mayor will take you on a tour.



Planting Festival

The first festival of the year is a time-honored affair that is supposed to help farmers have a good growing year. All the townsfolk release balloons into the air when you give the signal.



Flower Festival

All the people get to vote for the Princess of the Flower Festival during the week leading up to the festivities. Once the Princess is chosen, you'll be able to dance with the girl of your choice.

Nature's Bounty

When you're not tending to your crops and animals, you can still earn gold by searching the countryside for valuable items. Berries and herbs are just some of the freebies you'll find.



Veryberry Fruit

Purple berries can be found in the woods and are worth 40 gold each. You'll find just one at a time, but they grow back each day.

Unit Price .... **40 Gold**



Medicinal Herbs

The owner of the Potion Shop has been looking for these plants to make his medicine. Look for them in the caves.

Unit Price .... **70 Gold**



Edible Herbs

These herbs, also found in the caves, are tasty but not as valuable as berries. You'll earn just 30 gold for each herb.

Unit Price .... **30 Gold**



Summer is a time for work as well as fun. Although it's sunny most of the time, summer crops take longer to mature. Even though you'll plant these crops just once, you'll get several harvests from each planting. For fun, head down to the beach south of the ranch and talk to the bathers.





Summer Calendar of Events

1st .... **Fireworks**
9th .... **Vegetable Festival**
17th .... **Firefly Festival**
24th .... **Sea festival**

Lazy Days of Summer



Vegetable Festival

Either take a vegetable to enter the contest at the annual Vegetable Festival or go empty-handed and serve as a judge. Like most festivals, your participation increases your standing in the community.



Firefly Festival

The Firefly Festival is another ancient tradition of the local people. It involves launching a flotilla of lit lanterns onto the water down at the beach. You can buy a lantern in Rick's Tool Shop.



Sea Festival

This party falls late in the summer. Like the horse races in spring, it requires skill and stamina to win the swimming race and the first place trophy. Like the Firefly Festival, the Sea Festival takes place on the sandy beach.

Summer Crops

Tomatoes

After picking the first batch of tomatoes, new tomatoes will ripen on the vine. You won't have to replant all summer.



Seed Cost: **300 Gold**
Unit Price: **100 Gold**
Growth: **9 Days**

Corn

After harvesting the first crop, you'll find that the corn plants revert to the third of five steps and grow new ears.



Seed Cost: **300 Gold**
Unit Price: **120 Gold**
Growth: **13 Days**

Landscaping



Field of Greens

Since you don't have to water grass, you don't have to grow it in patches. Plant each section of grass next to another section to create a large field.

Seed Cost .... **200 Gold**
Growth .... **7 Days**



Flowering Ambitions

Although you can't sell your flowers for profit, you'll impress your neighbors by planting beds of flowers on your farm.

Pink Cat Mint Flower
Seed Cost .... **200 Gold**
Growth .... **7 Days**

Moon Drop Flower
Seed Cost .... **200 Gold**
Growth .... **7 Days**

Nature's Bounty



Tropical Fruit

During the summer you should hike into the mountain area to look for freebies such as the Tropical Fruit.

Unit Price .... **40 Gold**



Walnuts

Walnuts are also found in the summer when you hike in the woods. At 70 gold pieces per nut, it's worth it to search for them.

Unit Price .... **70 Gold**



The leaner season of fall brings more rain and a new set of crops. The length of the day doesn't change in Harvest Moon 64 no matter what the season is so you have the same amount of time to do your chores in fall as you had in summer. As autumn sets in, everything looks brown and gold on the screen.





Fall Calendar of Events

4th..Cow Festival
12th....................................Harvest Festival
20th..Egg Festival
23rd-27th..............................Bridge Repair
27th...............Deadline for Horse Race Entry Fall
28th..Horse Race

Legends of the Fall



Cow Festival

Take your best cow to the festival to be judged against the other top cows in the area. The cow that gives the finest quality milk is your best bet for the first prize. If you don't take a cow, you'll have to judge the entries.



Harvest Festival

This is your chance to sample the produce and food from the rest of the town. Elli from the bakery will give you a cake. Be sure to take it, because there might be a coin inside the cake.



Egg Festival

The Egg Festival is like a variation of the Easter Egg Hunt. The main event is an egg hunt in which the mayor shows a colored egg and the contestants try to find an identical egg somewhere in the village. The prize is a Power Berry.

Fall Crops

Eggplants

Eggplants have four stages of growth. Once picked, eggplants revert to their third growth stage.



Seed Cost: 300 Gold
Unit Price: 80 Gold
Growth: 7 Days

Strawberries

Strawberries give you an excellent return, but there's a catch: You can grow them only in a greenhouse.



Seed Cost: 500 Gold
Unit Price: 150 Gold
Growth: 6 Days

Nature's Bounty



Wild Grapes

Head to the hills in the fall to look for these tasty grapes. You can store extra items in your Belongings Inventory, so fill up on every trip.

Unit Price.............40 Gold



Mushrooms

Mushrooms are tasty and valuable at 70 pieces of gold a pop. Look for them in the caves in autumn.

Unit Price.............70 Gold



Poison Mushroom

Some mushrooms are poisonous. You can identify them by the red and yellow markings on the cap.

Unit Price.............30 Gold

Fish Tales

The fisherman near the pond gives you a pole and instructions on fishing. You'll do best if you fish in the morning. If you throw a little fish into the pond, a sea spirit may appear.



Little Fish.............30 Gold
Medium Fish.........100 Gold
Large Fish...........180 Gold

Winter

The harshest season of the year can still be lucrative if you concentrate your efforts. If you've managed to make enough money to build a greenhouse, you can grow crops in spite of the cold weather. Otherwise, head to the mines and make a mint digging up gem stones. The social calendar is as full as ever.





Winter Calendar of Events

10th	**Thanksgiving**
8th-30th	**Mine Open to Public**
12th-16th	**Work on Mountain Spring**
18th	**Deadline for Entering Dog Race**
19th	**Dog Race**
24th	**Starry Night**
27th	**Spirit Festival**
30th	**New Year**

A Season of Giving



Thanksgiving

The quaint custom for this holiday involves young farmers staying at home to greet a number of guests. In this case, the young ladies from the town will bring by gifts of food. When your special sweetheart comes by, you'd better be waiting.



Starry Night

This is a magical night best spent with your girlfriend. Three of the prospective mates—Marie, Ann and Elli—will be singing in the church. You'll be able to find Karen on the beach and Popuri in the woods.



Spirit Festival

If you bought the ocarina from Rick's shop, take it to the town square on the evening of the 27th and jam with Popuri and the owner of the bakery. The music is said to scare away mischievous ghosts.

Fire in the Hole

A great way to make money in winter is by going underground and working in the mine. As you toil in the mining shaft you'll dig up chunks of valuable stone. If you reach the lower layers of ore, you'll find more of the most valuable stones.



Iron Stone



Unit Price: 100 Gold

Moonlight Stone





Unit Price: 500 Gold

Blue Stone



Unit Price: 700 Gold

Rare Minerals



Unit Price: 1,000 Gold

The Greenhouse Effect



The greenhouse is expensive, but it's the only way to go if you want to grow crops during the winter. Once you build the greenhouse, you can grow strawberries, as well, and start raking in the money.

Happy New Year

New Year's Day is one of celebration and fun. You've survived for an entire year, made new friends, built up the farm and made a life for yourself. This might be a good time to ask your favorite young lady to join you.

Happily Ever After

The game goes on for another year, after which you'll receive a score for your efforts and accomplishments. But even then you can keep playing for as long as you like. What do you have to look forward to? Marriage? Kids? Fame and fortune? All of it can be yours in Harvest Moon 64 if you sow the seeds.




The first blast wiped out your Space Center. In just 3 hours, the high-tech weapons satellite will strike again...It's your job to make sure that it doesn't.
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Precision laser-sighting aiming mechanism
Immense 3D Environments
Battle heavily-armed Boss Characters and "smart" enemies
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THE SAGA CONTINUES...

Last month we introduced you to the bug blight sweeping across the universe and took you through basic training with the first member of Jet Force Gemini, Juno. The easy part's over—now it's time for bigger and badder bugs.

TEEN T AGES 13+ CONTENT RATED BY ESRB

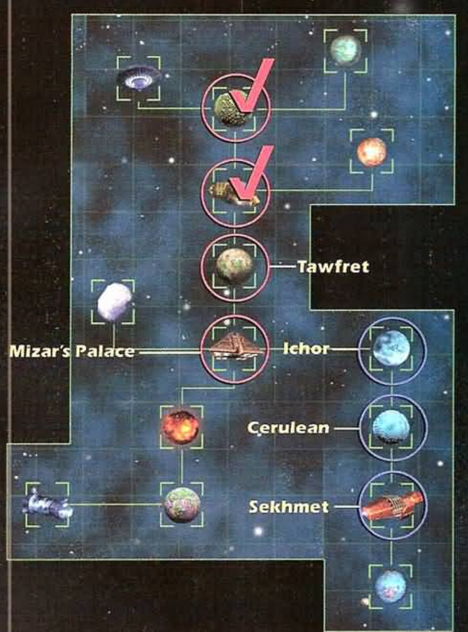
NP: HOW IT RATES

Elements of insect extermination and flying goo splatters earned this shooting game a Teen (T) rating, suitable for players 13 or over, from the ESRB.





TIME TO BUG OUT



Juno ran a wild gauntlet last month, from the insect-ridden forests of Goldwood to the decrepit space cruiser, the SS Anubis. It's time to abandon ship. Now, once his sister Vela is in the clear, Juno has an important date on the nearby planet of Tawfret.



Vela's Early Parole

When we last left Juno, he had just battled his way through the decaying hull of the SS Anubis to the holding cells. After emancipating the imprisoned Tribals, he found his twin, who decided the best course of action was to split up.



Ready for War

Vela hitches a ride on the warship Sekhmet to look for Lupus, promising to meet up with Juno at Mizar's Palace. At this point you can begin playing Vela's missions or continue with Juno to the Palace. We'll guide you through both missions.

WEAPONS

You've probably become pretty comfortable with Juno's weapons by now, and your arsenal will only get better—both he and Vela will stumble on even more serious firepower in the coming levels.



JUNO

CURRENT WEAPONS

Jet Force Pistol
Shurikens
Machine Gun
Plasma Shotgun
Cluster Bombs



VELA

CURRENT WEAPON

Jet Force Pistol

Like Juno, Vela starts her quest armed only with a pistol. She'll quickly find the Machine Gun, Cluster Bombs, and the Plasma Shotgun, though.

NEW WEAPONS

Grenades

These blue bundles of shrapnel are great for toasting heavily armored enemies. Many drones tote them, so don't be on the receiving end.



Sniper Rifle

Perfect for when you want to reach out and touch a distant drone. The scope on the Sniper Rifle zooms in to ten times magnification.



Flares

Flares won't do anything in battle except maybe improve the mood lighting, but they're perfect for illuminating those shadowy corners.



Remote Mines

Vela won't be able to find these until much later in her quest, so she'll just have to envy Juno as he triggers the ambush mines from afar.



Tri-Rocket Launcher

The Tri-Rocket Launcher fires three missiles that corkscrew toward a target before annihilating it.



Homing Missiles

Homing Missiles fire off only one at a time, but once you lock on to a target you don't have to aim anymore—just fire and forget about it.



TAWFRET

Tawfret was once a lush world, but an errant bit of destructive magic from King Jeff of the Tribals called down a freak storm that turned the land into one soggy bog. The mystical blast was meant to destroy the invading drone army but instead turned most of them into hideous, zombified mutants.

TAWFRET FLOW CHART

Both Lupus and Vela will want to come to this planet eventually to find Bonus Activators in the Bridge area, but Juno is the man when it comes to saving all the Tribals in the swamplands.

BOG

Bog A
Bog B
Bog C
Bog D — Juno

BRIDGE

Bridge A
Bridge B
Bridge C
Bridge D
Bridge E — Juno

CASTLE

Castle A
Castle B
Castle C — Juno

BOG

TRIBALS: 10

You'll immediately get a firsthand look at what King Jeff's magic wrought here—groaning Zombie Drones and enormous Zombie Stag Drones shamble through the shallows, hurling pieces of explosive matter at you through the driving rain.

Get Charged Up





There are two Tribals sequestered behind a Life Force Door in the first Bog area, and you must destroy two Zombie Drones and two Zombie Stag Drones to open it. You probably won't have enough Cluster Bombs for the job, so use fully charged-up Plasma Shotgun blasts. There are plenty of ammo refills in case you run out.

A Powerful Present



You'll run into King Jeff wandering around a graveyard, and not only will he show you some images of the drone invasion, he'll also hook you up with some superior firepower. With the Tri-Rocket Launcher he gives you, you can blast through the wooden doors of the nearby crypts and find Tribals, weapon Capacity Crates and the Grenades.

BOG D MAP

FINISH
START
1
2
1
1

Come on Back, Ya Hear?



Once you receive the Crowbar from Gimlet in the Bridge area of Tawfret, you can return to this area and pry up the trapdoor behind the altar. Below, you'll find drones guarding five Tribals in an underground mausoleum.

BRIDGE

TRIBALS


A bridge is the first thing you see in the Bridge area of Tawfret, but you'll also find winding, sodden paths, deep lakes and an abandoned group of ancient stone structures with an extensive network of underground passages.

Clear the Bridge



There are four Tribals waiting on the platforms of the high bridge, but you'd better destroy all the hovering Dragon Drones before you try to save them. Otherwise, the innocents might get caught in the crossfire.

Protect Your Assets





Whenever you see a Shield, pick it up, because the 15 seconds of invincibility will be invaluable when you're fighting the multiple hordes of aerial drones in Bridge B. You can flee by way of the winding path if you want—you need only to clear out the huge swarm of strafing Stealth Drones at the end to open the Life Force Door.

Suspicious Slacks



You'll spot a lone tree sitting on a chunk of land in the lake in Bridge C, and it's worth taking a closer look. Climb up the side of the tree to find a misplaced pair of pants clinging to a twig. They'll come in handy.

BRIDGE D MAP

START

FINISH

Put Some Clothes On!



Those trousers pay immediate dividends, as you'll find a pants-less alien named Gimlet trying to keep warm in a building in Bridge D. He'll gladly swap you his slacks for the Crowbar, which you can use to pry up any trapdoors like the one you just glimpsed in Bog D.

A Friend in Need



Atop one of the structures in this area you'll find Floyd, a sentry in Mizar's army who took pity on captives and was summarily blasted to bits. Or rather, you'll find one piece of him—you must track down the other three parts of the ex-drone to fix him up again.

Dark Secrets



A chest in this building contains Flares, but if you just walk out after finding them you'll miss out on a pair of Tribals. Cue one of the incendiaries near the back of the room to discover a way up to a hidden area.

Go Ahead, Pry!



Set in the floor of the same room is another trapdoor, and Gimlet's Crowbar will pry it up in a matter of moments. In the dank, winding passage below you'll find one of the pieces required to put Floyd back together.

Going on a Floyd Hunt

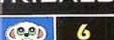




You can find a second piece of Floyd out in the open on top of one of the pieces of wall in this area, and for the third you must climb to the top of Gimlet's building and drop through the chimney. By blasting any coffins you see down below, you'll find Remote Mines, Tribals, Ammo Crates and the last piece of the former drone.

CASTLE

TRIBALS



6

Once you've put Floyd back together, another player can press Start on Controller Two and play cooperatively as the ex-drone. You may need the extra pair of lasers—the Castle is by far the most dangerous area yet.

A Well-Guarded Fortress





The ramparts are crawling with Rhino and Cyborg Drones, and battalions of Arachno-Drones swarm out of the parapets when you approach. Dodge right and left to avoid the Cyborg Drones' missiles and use your Tri-Rockets, Machine Gun or Sniper Rifle.

Keep Your Head Up



There seems to be a Sniper Drone stationed on every high wall of the meandering Castle maze, so be sure to watch for them as you battle it out with the squadrons of shield-toting Deflector Drones. If you come within range of the green drones, they'll hit you every time.

Use Shurikens with Care





You'll waste a ton of Machine Gun ammo blasting away at Barricade Drones, because their full-body shields deflect most of the fire away. Use the Shurikens instead—they'll home in, off the drone in one shot and then return to you. Just watch out for nearby Tribals.

TAWFRET BOSS



There's one big bug standing between you and your ship. The enormous insect will attack with shock waves, screeching bats and electrical blasts, and since you'll be able only to jump and strafe in a narrow area, the fight will be intense. Blow away its mandibles and antennae, then hit its abdomen with every Tri-Rocket you have.

Mizar's Palace

Once Juno dispatches the huge monster holed up on Tawfret, he has a clear path to Mizar's Palace. The tyrant's stronghold is heavily defended, and Juno will need every weapon in his arsenal to break through to the inner sanctum. The other members of the team will have to find their own way in.

Mizar's Palace Flow Chart

The team members have to find their own paths to the Courtyard: Juno through the Lobby, Vela through the Flume and Lupus through the Chasm. Vela and Juno can access the racetrack later in the game.

Area	Levels	Characters
Lobby	Lobby A, Lobby B, Lobby C, Lobby D, Lobby E, Lobby F	Juno
Courtyard	Courtyard	Juno, Vela, Lupus
Race Track	Race Track A, Race Track B, Race Track C	Juno, Vela
Flume	Flume A, Flume B, Flume C	Vela
Chasm	Chasm A, Chasm B, Chasm C	Lupus

Lobby

TRIBALS 14

Although you can come here with Vela as soon as you've rescued her, she won't be able to enter the Lobby. Only Juno can open the door leading to this area, and you'll have to take him to every nook and cranny to find all 14 Tribals.

Check the Map



There are two dead ends to explore here, and once you've rescued the Tribals in them you'll wonder where to go. Glance at the Lobby map for the answer: a hidden passage by one torch.

The Easy Way Out



The exits to the maze below all look the same, and the multiple Barricade Drones patrolling the passages don't help your concentration. Explore all of the exits, because Tribals are everywhere.

Bonus Behind the Bug



When you emerge from the real exit, you'll see a Stag Drone off to one side. Blast the drone and be sure to check behind its body for the Bonus Activator that cues the Stag Drone in Battle Mode.

Courtyard

You'll see plenty of the central Courtyard, as Juno, Vela and Lupus must all reach it eventually. You may find a small pyramid housing a tall column that you can't reach at the moment—ignore it for now and go find a bigger pyramid.



Floyd Mission



A Floyd Pad in one corner of the Courtyard will allow you to fly as Floyd for the first time. The ex-drone's first mission: track down three Power Keys, which look like hovering triangles and are called out by the number 1 on the map. You must collect all three of them and make it to the generator in the time allowed.

Rendezvous at the Pyramid



If you successfully complete Floyd's mission, Mizar's pyramid will descend from the sky and touch down in the center of the Courtyard. Enter through the Juno door (the only one that will open) and let Juno go into stasis until Vela and Lupus arrive. It looks like it's about time for Vela to enter the fray...

SEKHMET

You can start playing Vela's missions as soon as Juno rescues her on the SS Anubis, but regardless of when you first select her, she'll begin her adventure on board the great warship Sekhmet. This dreadnought is the most powerful ship in Mizar's fleet, and it's packed with drones that dislike surprises.

SEKHMET FLOW CHART

Vela can explore nearly every area of the ship once she's found the proper Keys, but only Juno can hot-foot it to Battle Cruiser P. Both twins can fly to area Q once they've received Jetpacks.

BATTLE CRUISER

Area	Character
Battle Cruiser A	
Battle Cruiser B	
Battle Cruiser C	
Battle Cruiser D	
Battle Cruiser E	
Battle Cruiser F	
Battle Cruiser G	
Battle Cruiser H	Vela
Battle Cruiser I	
Battle Cruiser J	
Battle Cruiser K	
Battle Cruiser L	
Battle Cruiser M	
Battle Cruiser N	
Battle Cruiser O	
Battle Cruiser P	Juno
Battle Cruiser Q	Juno, Vela

BATTLE CRUISER

TRIBALS 15

The Sekhmet is complex and confusing, because the myriad passages crisscross each other at many different heights. There are Green, Red and Magenta Locks on most of the doors, so Vela will have to do some Key-hunting to progress.

Get the Word and a Weapon





A Union pal of Magnus's meets Vela as soon as she boards the Sekhmet. Midge, a blue alien with enormous ears and a worldview that can be described only as violent pacifism, fills Vela in on current events. Once he's done blabbing, grab the nearby Grenades.

Fire Faster



Be sure to grab the Machine Gun in one of the first rooms, because you'll need it for the coming battles. As you know from Juno's extensive use of it, nothing compares for rapid-fire capability.

It's a Tool, Not a Weapon!



You won't need the Machine Gun just for wiping out the squadrons of Soldier Drones roaming the ship, either. Early on you'll find a door sealed with a Machine Gun Lock—sustained fire is the key.

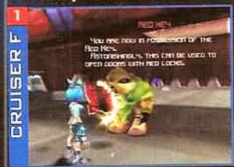
BATTLE CRUISER F MAP

FROM BATTLE CRUISER E

1

2

Load Up on the Goods





In Battle Cruiser F you run into one of the Amazing Mining Mole Brothers that Midge warned you about. This one seems amiable enough. He hands over the Red Key and makes plans for a later rendezvous. Don't forget to pick up the Plasma Shotgun near the wall.

Confined Fights



You'll step into the middle of fierce ambushes as you make your way through the ship, so always keep a fully loaded Machine Gun at the ready. Often you'll have to deal with a cloud of airborne drones and a squad of Soldier Drones at the same time. Keep strafing, and deal with the aerials first.

Walk a Thin Line



Juno wouldn't have to worry about walking on narrow latticework over molten lava, but he's not here right now, remember? Plunging into the hot stuff will mean a quick end for Vela, so be sure to walk carefully while introducing your Machine Gun to the Stinger Drones that drop from the ceiling.

Watch Your Footing



Don't let the Soldier Drones distract you so much that you tumble off the narrow walkways. Take care of all the enemies first, then take care jumping over the gaps. The platforms seem to end abruptly, so keep your eyes open.

BATTLE CRUISER I MAP

START

FINISH

Elevator Service



If you do plummet from the top, just find the rising platform in the room and take it back up. You'll see many Tribals stranded on out-of-reach platforms in these rooms, but leave them for now. Once you've made it to Mizar's Palace and earned a Jetpack, you can come back to this area and save them all.

Fast and Furious Fighting



When you enter a room and hear the whine of active aerial drones, open fire at their entry point. If you don't wipe out the majority of these Stealth Drones as they're descending and targeting you, they'll attack en masse and cut you down in a storm of laser fire. Use the Machine Gun for peak efficiency.

Feeling Green



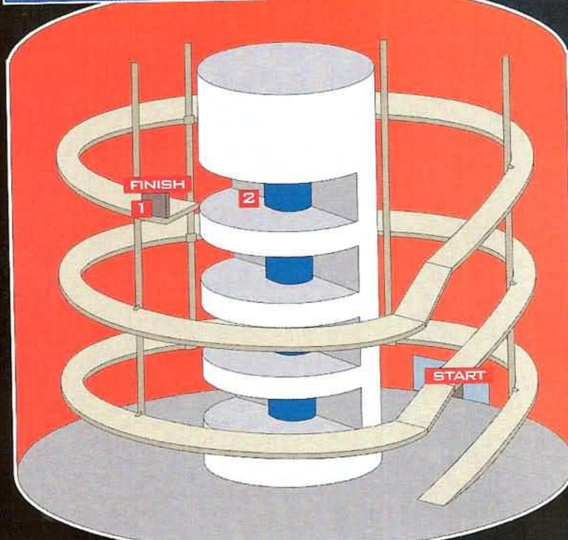
Remember that Green Door you saw in the area where you boarded the Sekhmet? Well, here's the means to enter it. Blast the glass floor in this circular shaft and hop down to get the Green Key out of a chest. You'll also see a Jetpack Pad—once you have a Jetpack, you can return and ascend the shaft.

More Life and More Laser Fire





There's a Gemini Holder immediately to your right as you enter Battle Cruiser L, but you may want to hold off on picking it up until you've disposed of all the drones. Take care of the floating Stinger Drones from a distance, and keep away from the combustible oil cans.

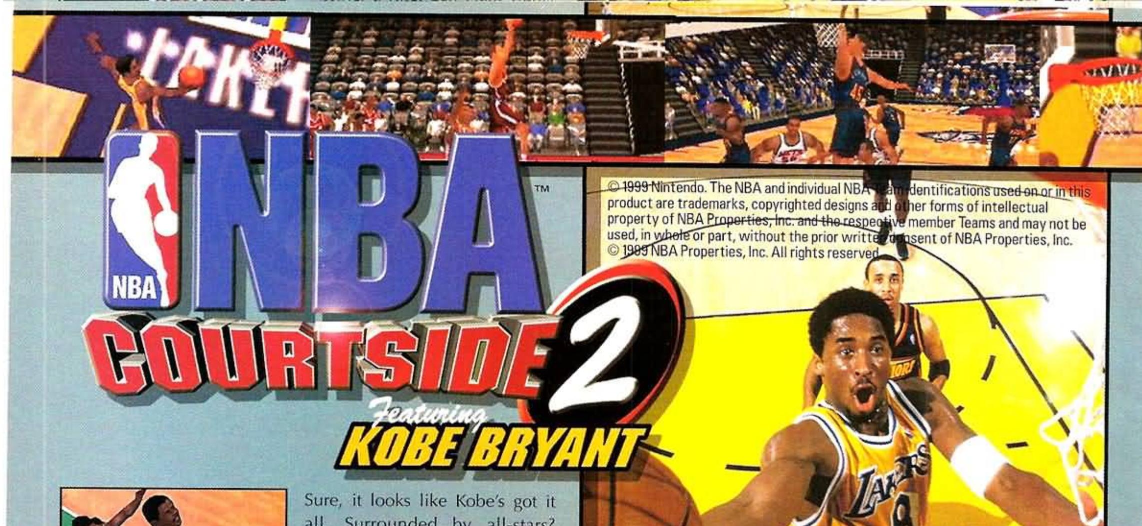


Conquer the Corkscrew





The Green Key gives access to Battle Cruiser M, and you'll have to exterminate four of the heavily armored Barricade Drones to open the Life Force Door atop the spiral ascent. Ignore the Bonus Activator near the top of the central structure—only Lupus can reach it.





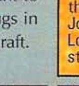


Sure, it looks like Kobe's got it all. Surrounded by all-stars? Check. Fat contract? Check. The most successful coach of the past decade? Check. Off-the-chart skills? You'd better believe it. But with all he has going for him, there's one thing that Kobe's missing: a ring. Left Field wants you to get it for him.

The Usual Suspects

A full NBA season is dawning, so let us rejoice! Before we get down to brass tacks with all the high-res, arcade-dunking hoops party that is Kobe 2, let's get up to speed on the players. The off-season got a little wild on the trading blocks, so you may want to research your teams and make sure you recognize all the mugs in uniform. You can also reshuffle the teams by holding a new draft.

Charlotte Hornets





98/99: 26-24 5th in Central

The Hornets are still getting over the departure of Glen Rice, but Eddie Jones is bound to fill the hole nicely. Look for him and Elden Campbell to step it up this year.

PG · D. Wesley	SG · E. Jones
SF · A. Mason	PF · D. Coleman
C · E. Campbell	

Atlanta Hawks



98/99: 31-19 2nd in Central

After years of getting flushed from the first round of the playoffs, Steve Smith has finally packed his bags. We'll see how the mercurial Isaiah Rider fits into Atlanta's O.

PG · J. Terry	SG · I. Rider
SF · L. Ellis	PF · A. Henderson
C · D. Mutumbo	

Chicago Bulls



98/99: 13-37 8th in Central

After years of Jordan-led superiority, the Bulls helped themselves to humble pie last year. It was well worth it—they drafted Elton Brand, a possible Rookie of the Year.

PG · R. Harper	SG · H. Hawkins
SF · T. Kukoc	PF · E. Brand
C · D. Simpkins	

Boston Celtics





98/99: 19-31 5th in Atlantic

The Celts put their usual gang of underachievers on the court this year in the hopes that they'll live up to their talents. Second-year guard Paul Pierce is one to watch.

PG · K. Anderson	SG · P. Pierce
SF · D. Fortson	PF · A. Walker
C · V. Potapenko	

Cleveland Cavaliers





98/99: 22-28 7th in Central

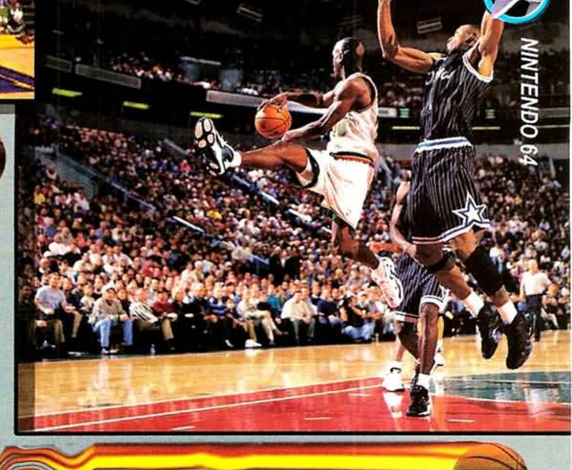
Relatively unruffled by trade winds, Cleveland '99 looks pretty much the same as Cleveland '98. At least you won't have to worry about Kemp showing up overweight.

PG · B. Knight	SG · W. Person
SF · C. Henderson	PF · S. Kemp
C · Z. Ilgauskas	



Hey, Good Lookin'!

You're going to love Kobe's new look. Where polygons once were, you'll find rounded faces that are immediately recognizable as the players they represent, complete with emotive expressions. There are crazy signature moves, a wealth of modes for arcade gamers and sim freaks alike, and all the slo-mo dunking you desire.









The motion-captured moves look sweet, from sprinting in the open court to low-post isolation moves. Kobe looks especially good—he mo-capped a couple of dunks that no one else in the game will be able to pull off. Hey, it's his game, after all.

What's Your Preference?

Like the original Courtside, the sequel lets you modify any game to your liking. Beyond the different game modes, there's a load of customizable options, from rule changes to visual indicators for things like rebound targets and momentum swings.





Dallas Mavericks



98/99: 19-31 5th in Midwest

The Mavs haven't been much to look at in past years, and this season doesn't look to be any different. Unless Michael Finley has a career year, they won't get far.

PG · S. Nash, SG · M. Finley, SF · C. Ceballos, PF · G. Trent, C · S. Bradley

Golden State Warriors



98/99: 21-29 6th in Pacific

Golden State saw a brief surge with the addition of John Starks, but the honeymoon is likely over. Who knows whether or not their patchwork team can come together?

PG · M. Blaylock, SG · J. Starks, SF · D. Marshall, PF · A. Jamison, C · E. Dampier



Denver Nuggets



98/99: 14-36 6th in Midwest

Denver tops a long list of teams that should be better than they are. With ex-Laker Van Exel running the point and McDyess stomping through Ds, they have potential.

PG · N. Van Exel, SG · R. Mercer, SF · J. Taylor, PF · A. McDyess, C · R. Lafrentz



Houston Rockets



98/99: 31-19 3rd in Midwest

The aging Rockets aren't quite geriatric, but they're getting there. Barkley, Pippen and Olajuwon were the best in the biz once, but do they have enough left in the tank?

PG · S. Francis, SG · C. Mobley, SF · S. Pippen, PF · C. Barkley, C · H. Olajuwon



Detroit Pistons



98/99: 29-21 3rd in Central

The saga continues, as Detroit wonders whether this is the year that Grant Hill will finally lead his team to playoff glory. He has the skills, but what about the heart?

PG · L. Hunter, SG · J. Stackhouse, SF · G. Hill, PF · C. Laettner, C · B. Dele



Indiana Pacers



98/99: 33-17 1st in Central

This will be Larry Bird's swan song as Head Coach, and the Pacers may be thinking about their own retirement. Always contenders, Reggie and Co. don't have lots of time.

PG · M. Jackson, SG · R. Miller, SF · C. Mullin, PF · D. Davis, C · R. Smits

In the Mode

Left Field has basically turned the playbook over to you, the player. Anything and everything is here for you to modify into whatever suits your mood, so pick a mode, set the rules and hit the parquet.

QUICK PLAY



The perennial favorite for gamers on the go, Quick Play strips the game down to basics and throws you onto the floor. Pick two teams, set the contest parameters and let the ref throw the jump ball.

NBA PLAY



The mode of choice for the more discerning NBA fanatic, NBA Play spreads you all over the industry, from the GM's office to the coach's chair to underneath the rim with an elbow in your temple.

ARCADE PLAY



Arcade Mode offers ludicrous rule-bending, gravity-defying treats. Between the occasional 15-point shots that appear randomly on the floor to super-dunk launchpads, there'll never be a dull moment.

3-POINT CONTEST



You don't have to wait for All-Star Weekend to put on a three-point contest. Pick CPU or live opponents, start launching deep bombs from around the perimeter, and make sure that you hit the money ball!

PRACTICE



Practice is a welcome addition, and not only because it lets you get used to the play control. It also allows you to get a feel for each player's movements and how he responds in the offensive sets.



Sports Page

If you love the NBA, then you'll want to take your players through a whole season. Not only do you get the chance to guide them to the Championship they've always deserved, but you can chart their progress through the season by checking individual and team stats. It's just like picking up the sports page, except you make the news.



The Usual Suspects



Los Angeles Clippers

98/99: 9-41 7th in Pacific



Seemingly doomed to always be the "other" L.A. team, the Clippers' hopes for a decent season rest squarely on the shoulders of the Candyman, Michael Olowokandi.

PG · S. Douglas SG · E. Piatkowski
SF · T. Nesby PF · M. Taylor
C · M. Olowokandi



Milwaukee Bucks

98/99: 28-22 4th in Central



Coach George Karl breathed new life into the sorry Bucks, so hopes are high for the coming year. Allen and Cassell have the skills to put them in the postseason.

PG · S. Cassell SG · R. Allen
SF · G. Robinson PF · D. Manning
C · R. Traylor



Los Angeles Lakers

98/99: 31-19 2nd in Pacific

What can you say—it's Kobe's team! Phil Jackson's six-ring pedigree has the Lakers pegged as favorites to wrestle the Championship from the Spurs, and we're believers.

PG · D. Fisher SG · K. Bryant
SF · G. Rice PF · A.C. Green
C · S. O'Neal



Minnesota Timberwolves

98/99: 25-25 4th in Midwest



The T-Wolves keep looking good even as their core group of talent gets peeled away layer by layer. Not even the losses of Gugliotta and Marbury have doused Garnett's fire.

PG · T. Brandon SG · A. Peeler
SF · K. Garnett PF · J. Smith
C · D. Garrett



Miami Heat

98/99: 33-17 1st in Atlantic



The Heat are loaded with talent, but mental errors in the playoffs have spelled their doom year after year. Maybe with you at the helm they'll keep their cool...

PG · T. Hardaway SG · V. Lenard
SF · J. Mashburn PF · P.J. Brown
C · A. Mourning



New Jersey Nets

98/99: 16-34 7th in Atlantic



Although they never gelled last year, a full season with Marbury may well be the catalyst for a Nets title run. They're young, talented and hungry for the postseason.

PG · S. Marbury SG · K. Kittles
SF · K. Gill PF · K. Van Horn
C · J. Williams



Offensive Sets

If you're playing Arcade-style, chances are you won't be worried about offensive sets. If you're into simulation, though, and want to understand the intricacies of pro offenses, learn the sets in practice and call them on the fly during games.





Box



Perimeter



Motion



High Post

Low Post

Isolation



In Triangle

Out Triangle

Get Fancy

Varying your offensive setup will keep the defense on its heels, but there will still be plenty of chances to go one-on-one. You can dismantle a defender straight up or back him into the post and use any of your post moves to get an easy two.





You'll see plenty of signature moves, from Iverson's crossover to Kobe's awesome juke-you-out-of-your-hi-tops-and-then-dunk-off-your-fore-head combo. Don't try these at home—you might hurt yourself.

New York Knicks

98/99: 27-23 4th in Atlantic, Conf. Champs

As bizarre as it seems, the Knicks are the defending Eastern Conference champs. With a healthy Patrick Ewing, you might just see Latrell et al back in the title series.

PG · C. Childs SG · A. Houston
SF · L. Sprewell PF · L. Johnson
C · P. Ewing

Phoenix Suns

98/99: 27-23 4th in Pacific

Phoenix always seems poised to regain their glory of the '92-'93 season, when they lost to the Bulls in the Finals. Kidd and Hardaway could be the players to do it.

PG · J. Kidd SG · A. Hardaway
SF · C. Robinson PF · T. Gugliotta
C · L. Longley



Orlando Magic

98/99: 33-17 1st in Atlantic

The Magic look pretty ragtag with the loss of longtime Orlando super-stars Nick Anderson and Penny Hardaway. Whether or not they can pull it together is up to you.

PG · Armstrong SG · Abdul-Wahad
SF · M. Harpring PF · B. Outlaw
C · B. Wallace



Portland Trailblazers

98/99: 35-15 1st in Pacific

After surprising the Western Conference last year with a strong run into the playoffs, Portland comes out looking even better with new additions Smith and Schrempf.

PG · D. Stoudamire SG · S. Smith
SF · R. Wallace PF · B. Grant
C · A. Sabonis



Philadelphia 76ers

98/99: 28-22 3rd in Atlantic



They drove the City of Brotherly Love nuts last year with a surprise playoff appearance, and Iverson liked the taste of it. We'll see how The Answer bounces back.

PG · E. Snow SG · A. Iverson
SF · G. Lynch PF · T. Ratliff
C · M. Geiger



Sacramento Kings

98/99: 27-23 3rd in Pacific



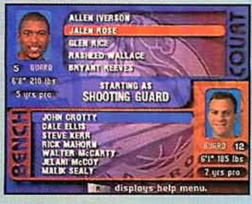
The Kings were probably the most unlikely and electrifying team in the playoffs last year, and we're sure the Webber-Williams combo is bound for greater glory in '99.

PG · J. Williams SG · N. Anderson
SF · Williamson PF · C. Webber
C · V. Divac

It's Your League Now

Of course, why would you want to trust a bunch of super-wealthy, fat-cat GMs with the fate of your teams? By starting a new season with a draft, you can disperse every player in the league to different teams and create a new NBA pecking order.







If you want all the best players on your team, you'll have to do some trading, because the traditional draft makes you wait through the full team rotation before you get another pick. Ah, the glory of wealth and power!





Monster Vision

What would a sports game be without Create-a-Player? You'll have free rein with regard to height, weight, hair, appearance and skill dispersal. Spread the talent wisely.





An even cooler thing to do is to create a Career Player and take him through the season. Once you set the abilities of a Career Player, they'll be ironclad, and the only way he'll augment his skills is by having outstanding games during the regular season.

The Usual Suspects



San Antonio Spurs



98/99: 37-13 1st in Midwest, NBA Champs

The World Champs don't want to hear anything about how they won in an abbreviated, Jordan-less season. The Twin Towers want another ring, and they just might get it.

PG · A. Johnson, SG · M. Elie, SF · S. Elliott, PF · T. Duncan, C · D. Robinson



Utah Jazz



98/99: 37-13 1st in Midwest

The Bulls thwarted them twice in the Finals, and last year's early exit from the playoffs had the Jazz looking their age. The window for these All-Stars is closing fast.

PG · J. Stockton, SG · J. Hornacek, SF · B. Russell, PF · K. Malone, C · G. Ostertag



Seattle Sonics



98/99: 25-25 5th in Pacific

The Sonics aren't so young themselves, and they're hoping that the addition of power forward extraordinaire Horace Grant will get them back to their winning ways.

PG · G. Payton, SG · B. Barry, SF · R. Patterson, PF · V. Baker, C · H. Grant



Vancouver Grizzlies



98/99: 8-42 7th in Midwest

Steve Francis wasted no time getting out of Vancouver, and the cast of castaways that the Grizzlies took from Houston in exchange is not likely to improve them much.

PG · M. Bibby, SG · Dickerson, SF · Abdur-Rahim, PF · Harrington, C · B. Reeves



Toronto Raptors



98/99: 23-27 6th in Central

The Raptors never got respect from anyone until last year, when Vince Carter arrived on the scene. This high-flying dunk machine is sure to take them to new heights.

PG · M. Williams, SG · D. Christie, SF · V. Carter, PF · C. Oakley, C · K. Willis



Washington Wizards



98/99:18-32 6th in Atlantic

Getting rid of Webber did nothing for the Wizards, who look to continue their trend of sub-par basketball unless Juwan Howard and Mitch Richmond can get it together.

PG · R. Strickland, SG · M. Richmond, SF · T. Murray, PF · J. Howard, C · I. Austin

FIRST FOR N64

TOP GEAR HYPER-BIKE

High Speed Street Racing and Extreme Motocross!

Features:

- Licensed Motorcycles
- 6 unique track layouts (with day, sunset and night races + weather effects) - Redwood Forest, Egyptian Ruins, Florence Italy, etc.
- Proprietary track generation system retains optimum level of track detail and highest frame rate.
- 3 difficulty levels - Beginner, Intermediate, and Expert.
- 2 physical variations on each track - Road Curves and Hills geometries will be completely new.
- Controller Pak Compatible
- Expansion Pak Compatible
- Rumble Pak Compatible
- Mp3 music system for full length near CD-quality
- Fully animated riders with realistic stunts and bone crushing crashes.








Player Modes:

- Championship Mode: 1-4 players. Player races through a series of tracks that get progressively harder.
- Single Race (Arcade) Mode. Player enjoys top speed racing solo or with friends on the tracks (and weather conditions) previously opened.
- Time Attack Mode with Ghost Bike. Player is to beat their own best time (saved on the Controller Pak).
- Stunt Mode. Player pulls off as many radical stunts as possible to accumulate points while racing around the dirt track.





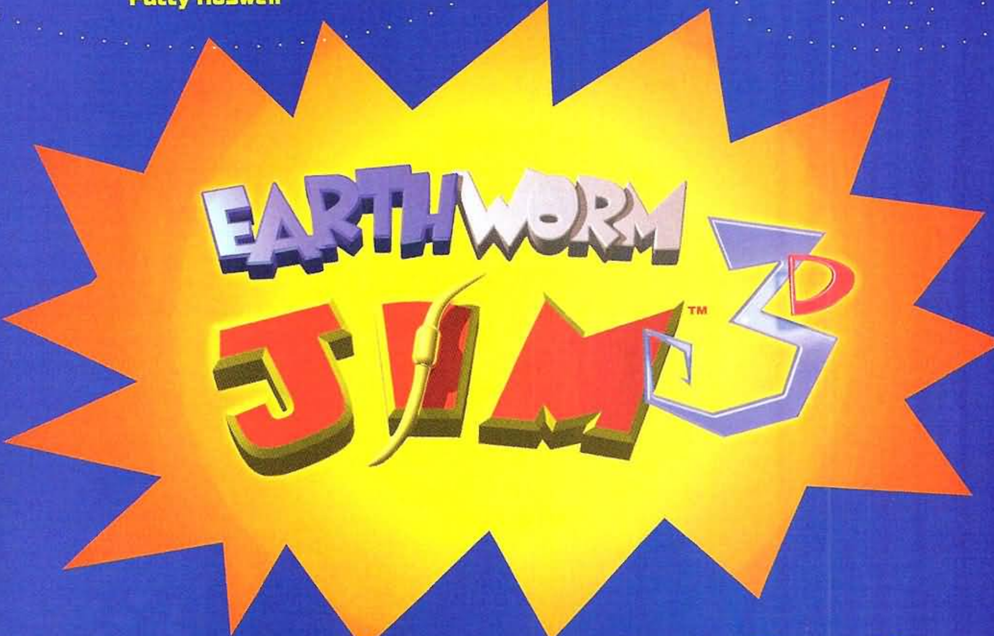









Hundreds of puzzles to test
Jim's... um...
SUPER INTELLIGENCE!
Cows
Memory
Fear
Empty
Love & Peace
Food
Girls
On the quest for the
Golden Udders, you'll relive
the great barnyard war, as well
as going head to head with the
elite "Bovine Special Forces"...
There won't be any
unless Earthworm Jim
can gather up all his marbles,
capture the golden udders,
defeat the secret final boss,
and assemble the pieces of his
shattered mind.


EARTHWORM
JIM
TM
3D


0/100
X234








NINTENDO64


Interplay
BY GAMERS. FOR GAMERS.™


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CONTENT RATED BY
ESRB


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CLASSIFIED INFORMATION

0428 6211 4842 0680

MEMBER IDENTIFICATION #



New Codes on the Blocks

With the arrival of New Tetris come new codes and new ways to enjoy blockbusting and bricklaying. All codes require you to create a New Name in the One Player section of the Main Menu. By naming your new file with any of the codes detailed below, you'll activate a secret feature. The Fractals Code requires a few extra steps, but it's well worth the price of admission to see the colorific show. To disable it, you must reset your N64.

Fractals

To view a kaleidoscopic show of tie-dyed psychedelia and swirling fractals, set Music Mode in Audio Options to "Choose," select the song "Haluci," then enter your player name as "HALUCI."



Quicker AI

If you like playing under pressure, speed up the computer opponent's bricklaying abilities by selecting One Player at the Main Menu, selecting New Name, and then dubbing the file "AI2EZ4U?"



Erase Data

To clear all of the lines on the Game Pak and reset all of the Wonders, type in "01DERS" as your New Name. To clear all Game Pak data, including the high scores, use "1N175R4M" as your name.



MONSTER TRUCK MADNESS 64

Unloading a Truckload of Tricks

To keep you truckin', we're hauling out a small payload of Monster Truck Madness 64 secrets. Activate them by typing in the following code words at the Code screen contained in the Main Menu. If you've activated a code successfully, a description of the cheat will appear on screen, otherwise, "Invalid Code" will pop up. You can enable more than one code at a time, and to deactivate one, reenter the code.

Code	Result
BRPS	The Gut Bomb
JMPNG	New textures
Y_WNT_T	Unlimited missiles
YRDR	Lowrider trucks

New Textures

When you type in "JMPNG" on the Code screen, the word "Jim" will appear if you've correctly entered in the code. You don't know who Jim is, you say? Your tires will get familiar with him, since the code will wallpaper his mug over the entire landscape.



Unlimited Missiles

To blow up your trucker rivals eight ways to Sunday! Sunday! Sunday!, load up with unlimited missiles by using "Y_WNT_T" as your code (underlines indicate spaces). Once you're armed, tap Left on the Control Pad to fire.





Tanks and Nine Lives

To boost the number of Challenge Mode lives from three to a cat's span of nine, go to the Choose a Character screen and enter "MOGSLIFE" as your name. A car alarm will sound if you've entered the code correctly, and then you'll be able to name your character whatever you please. If you're in Multiplayer Mode, use "ALLTANKS" as your character's handle to replace all multiplayer cars with tanks.



To drive tanks in any multiplayer level, name your character "ALLTANKS" at the Multiplayer Character screen.



Now every multiplayer racetrack can be a war zone as you steer tanks across the micro mean streets.



Secrets Smackdown

You may know your role, but do you know your codes? If you smell what WWF Attitude is cookin', you know it's a few secrets that will be served to those who win the Championship Belts. Depending on the division that you compete in, you can unlock some of the cheats listed below. And that's the bottom line.

Belt	Cheat
European	Squeaky Cheat (high-pitched voices)
European	New Custom Stuff (new Create Wrestler outfit)
Intercontinental	Big Head Mode
Intercontinental	Extra Attributes (three extra points for Create Wrestler)
Heavyweight	Ego Cheat (heads swell as the crowd cheers)

Superman

Super Power-Ups

Sure, it looks like a job for Superman, but how can he save the day if he doesn't have all of his super tools of the trade at his disposal? To revitalize with a quick health refill or muscle up with an instant super power-up, fly like a bird or a plane to the Main Menu, then hit top C, bottom C, left C, then right C. Begin a game, then pause it and tap Z then R to refill your health, or enter any of the button sequences listed below to instantly access a super ability.

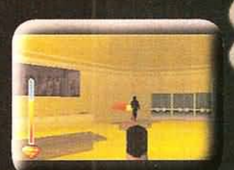
Freeze Breath

Did Superman just bite into a York Peppermint Patty or did you just pause the game and tap Z then L? If you did the latter, Superman will be able to ice things up with a burst of his wintry-fresh Freeze Breath.



Heat Vision

To put the fire in Superman's eyes, pause the game and press the R Button followed by the L Button. The Heat Vision meter will instantly fill up, and Supe then will be able to scorch things with his smoldering looks.



Super Punch

By pausing your mission and hitting L then Z, Superman will be able to pack more of a wallop with every punch. After you resume your game, every swing he takes will leave a trail of smoke, which is the comic book industry's way of indicating "this is gonna hurt."



Super Speed

If you were Superman and possessed super speed, wouldn't you just rush everything so you'd have more time to kick back in the Fortress of Solitude? To pick up the pace, pause the game, then tap the R Button and Z Button.





The Madden Crowd

For some A-OK N64 NFL Y2K codes from EA, refer to the list below and the list to the right. Enter the code words in the Secret Codes section of the System Options Menu on Madden NFL 2000's Main Menu. You can enter as many codes as you like, then activate each by highlighting one and tapping A to checkmark it.

Code	Description
EMC2	Curved space-time
CHAINSMOKER	Players fatigue quickly
GUILLOTINE	Floating heads
PAINFUL	More injuries
PICKEDOFF	Prime time
QBINTHECLUB	QB throws perfect passes
REFISBLIND	Blind referee
ROLLERJAM	Fumblerooski (players fumble more)
DRBENWAY	Weird scoring rules
FIRSTIS2Ø	20 yards to first down
PIGSKINSFLY	100-yard passes
MOJO	All '60s team
SIDEBURNS	All '70s team
TEAMMADDEN	All Madden team

Code	Description
MICEANDMEN	David vs. Goliath (tiny team vs. giant team)
WEARETHEGAME	EA Sports team
SCARYCLOWN	Fantasy team: Clowns
INTHEFUTURE	Fantasy team: Industrials
TETANUS	Fantasy team: Junkyard Dogs
COWBOYS	Fantasy team: Marshalls
SHARKATTACK	Tiburon team
WILDWEST	Dodge City: Old West Stadium
ITSINTHEGAME	EA Sports Stadium
MADDENSTEIN	Maddenstein Stadium
WEPUTITTHERE	Tiburon Stadium
3RING	Tiburon Bros. Stadium
XMASGIFT	Xmas Rush Stadium



The one good thing about the Clowns is that they can all fit into one tiny car to travel to their away games.



If he grew a long, white beard, jolly John Madden could pass for Santa, and Xmas Rush could be his stadium.

RAMPAGE WORLD TOUR

Two-Player Game Link Option

Rampage has always been about levelling cities with a partner, and Rampage World Tour for Game Boy Color continues that tradition, but it boasts the two-player option only as a secret feature that you must unlock. Access it by heading to the Main Menu, then press and hold Select while tapping Up, Down, Left, Right, Down and then Up.



After entering the button sequence at the Main Menu, the Players Option will appear below "Start Game."



If you have a Game Link Cable and a pal who also has Rampage World Tour, you can raze buildings in tandem.

CLASSIFIED INFORMATION



Code Blitz 2000

Tackle a blitz of pigskin perks using the chart below. Each cheat lists the number of times that you must tap the Z, B and A Buttons while viewing the Vs. screen that appears before the match begins. Tap those buttons to change the icons at the bottom of the screen, then push the Control Pad or Stick in the direction listed. You can activate as many codes as you can punch in before the game begins.

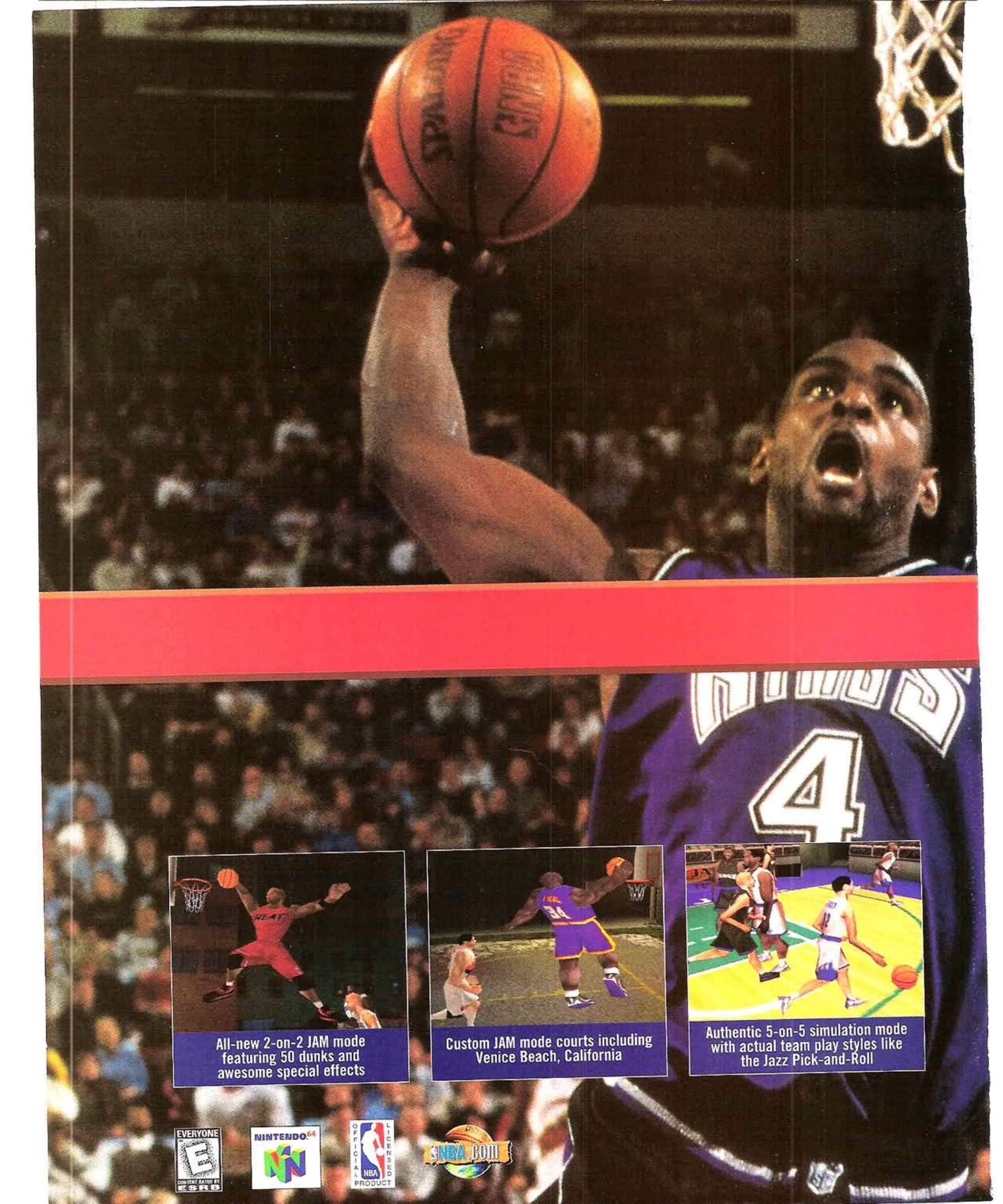


The numbers listed under the Z, B and A columns correspond to the number of times you must tap each button. For example, to activate the Headless Team Cheat, tap Z once, B twice, and A three times (to display a Midway logo, a player head and a 10), then press the Control Stick or Pad right.

Cheat	Button Z	Button B	Button A	Control Pad/Stick
Allow stepping OB	2	1	1	Left
Always QB	2	2	2	Left
Always receiver	2	2	2	Right
Asphalt field	3	0	1	Up
Astroturf field	3	0	3	Up
Big football	0	5	0	Right
Big head	2	0	0	Right
City stadium	5	0	1	Left
Day stadium	5	0	1	Down
Dirt field	3	0	2	Up
Fast passes	2	5	0	Left
Fast turbo running	0	3	2	Left
Fog on	0	3	0	Down
Future stadium	5	0	2	left
Grass field	3	0	0	Up
Headless team	1	2	3	Right
Hide receiver name	1	0	2	Right
Huge head	0	4	0	Up
Hyper blitz	5	5	5	Up
Infinite turbo	5	1	4	Up
Invisible	4	3	3	Up
Late hits	0	1	0	Up
Night game	0	2	2	Right
Night stadium	5	0	2	Down
No CPU assistance	0	1	2	Down
No first downs	2	1	0	Up
No head	3	2	1	Left
No interceptions	3	4	4	Up
No play selection	1	1	5	Left
No punting	1	5	1	Up
No random fumbles	4	2	3	Down
Old day stadium	5	0	1	Up
Old night stadium	5	0	2	Up
Old snow stadium	5	0	3	Up
Power-up blockers	3	1	2	Left
Power-up defense	4	2	1	Up
Power-up offense	3	1	2	Up
Power-up speed	4	0	4	Left
Power-up teammates	2	3	3	Up
Punt hang meter	0	0	1	Right
Roman stadium	5	0	3	Left
Show field goal %	0	0	1	Down
Show more field	0	2	1	Right
Smart CPU opponent	3	1	4	Down
Snow field	3	0	4	Up
Snow stadium	5	0	3	Down
Super blitzing	0	4	5	Up
Super field goals	1	2	3	Left
Team big heads	2	0	3	Right
Team tiny players	3	1	0	Right
Thick fog on	0	4	1	Down
Tournament mode	1	1	1	Down
Turn off stadium	5	0	0	Left
Use team plays	1	0	0	Up
Weather: rain	5	5	5	Right
Weather: snow	5	2	5	Down

If you have a trick, password or code for our Classified Information files, drop us a line at the address to the right or send e-mail to classified@nintendo.com. For access to even more cool codes and tips, check out Nintendo's official web site at www.nintendo.com.

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All-new 2-on-2 JAM mode featuring 50 dunks and awesome special effects
Custom JAM mode courts including Venice Beach, California
Authentic 5-on-5 simulation mode with actual team play styles like the Jazz Pick-and-Roll
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CONTENT RATED BY ESRB
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RESIDENT EVIL 2™

Putting an end to all the doubt and speculation, Capcom and Angel Studios used the latest video compression techniques to stuff the terrifyingly mesmerizing Resident Evil 2 into a 512-Megabit cartridge. Now the world-famous horror epic is available for the N64.





STILL AS EVIL AS EVER

The Resident Evil saga is well known for its gruesome, body-munching zombies and brutal scenes of destruction, and despite the option to adjust the level of violence in the game, it is not intended for anyone younger than 17. Still, the suspenseful ambiance and creepy mood have more of an impact in Resident Evil than the blood and gore. With an incredibly frightful sound track and a stunning array of graphics, Resident Evil is the type of game that crawls under your skin and stays there, keeping you up at night. Taking the role of rookie cop Leon Kennedy or of unlucky out-of-towner Claire Redfield (sister of Chris Redfield from the first game), you'll wander the streets of Raccoon City, anticipating zombies around every corner and frantically searching for more ammo. Its conversion from CDs to cartridge afforded Resident Evil 2 for N64 sharper graphics and quicker game play than previous versions, and there are plenty of dazzling full-motion videos to boot. So get ready for some horrifying fun—and don't turn out the lights.

MATURE M AGES 17+ CONTENT RATED BY ESRB

NP: HOW IT RATES

This game has been rated Mature (M) for violence and dark, nightmarish themes. The content in this game is suitable for players 17 or older.

RACOON CITY

While running from a throng of zombies, new police recruit Leon Kennedy bumps into Claire Redfield, who is searching for her missing brother. They make a narrow escape together, only to get separated when a truck crashes and explodes in between them. You can play as either character, and each uses unique weapons and solves different puzzles.

Leon Kennedy



Claire Redfield



Escape the City_

In a suburb named Raccoon City, the Umbrella Corporation created the toxic T-virus during bio-weapons experiments, turning average citizens into bloodthirsty zombies. Your first goal is to make your way past the zombies and into the police station.

Area Map

1 1st Street
Start
2 Gun Shop
Basketball Court
4
Alley
Alley
3
Police Courtyard
7
Bus
Street 5
Street 6

Dodge Zombies



1 The game begins with Leon or Claire standing near the blazing truck, unable to cross the street and forced to head down a dark alley. Weave through the first patch of zombies without getting attacked or wasting any precious ammunition.

Go Shopping



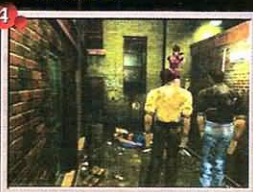
2 After the first left, there will be a door on the right side of the street, which leads to the gun shop. The shop owner will let you grab some ammunition before zombies break through the window. Flee out the back door.

Ready, Aim, Fire



3 Run down the alley until you find an open van with more ammunition. Zombies will burst through a closed gate and corner you at the end of the alley. For the first time, you'll have to take some target practice, knocking down several zombies before escaping through the basketball court.

Boxed In



4 Clamber up and down the metal stairs until you reach another dead end. Climb on top of the large box and shoot the zombies down below. When they're all knocked to the ground, hop off the box and run for it!

Back of the Bus



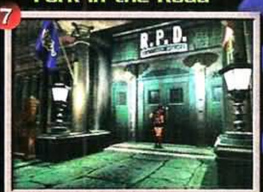
5 Move quickly past the group of zombies feasting on an unfortunate victim and open the back door to the bus. Grab the ammunition on the back seat to your left. Shoot the zombie crawling on the floor and the one walking toward you. As soon as the path is clear, exit through the front door.

Run Like the Wind



6 After getting off the bus, you'll be faced with another large group of zombies. Once again, you can try to shoot your way through or run past them like a halfback in a football game. Just be sure not to get hurt.

Fork in the Road

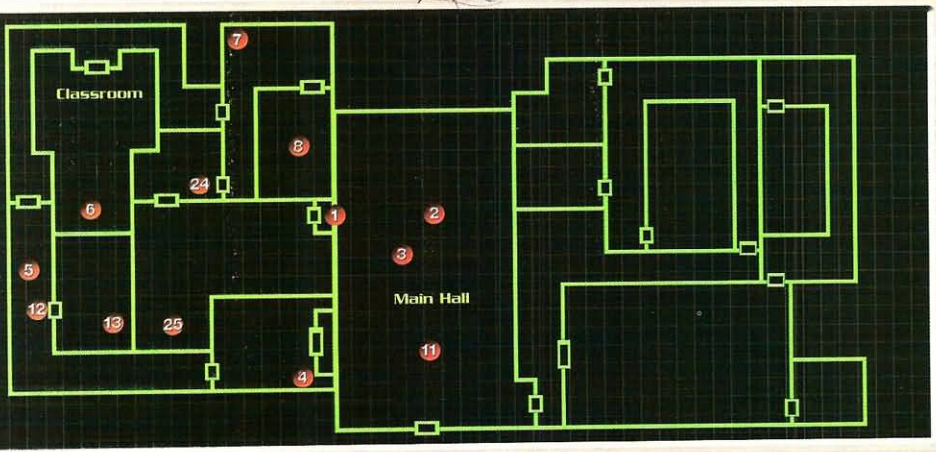


7 Once you've entered the courtyard of the police station, take a quick right into the grassy area or walk to the other side and take the stairs. Unless you really enjoying shooting zombies, take the stairs.

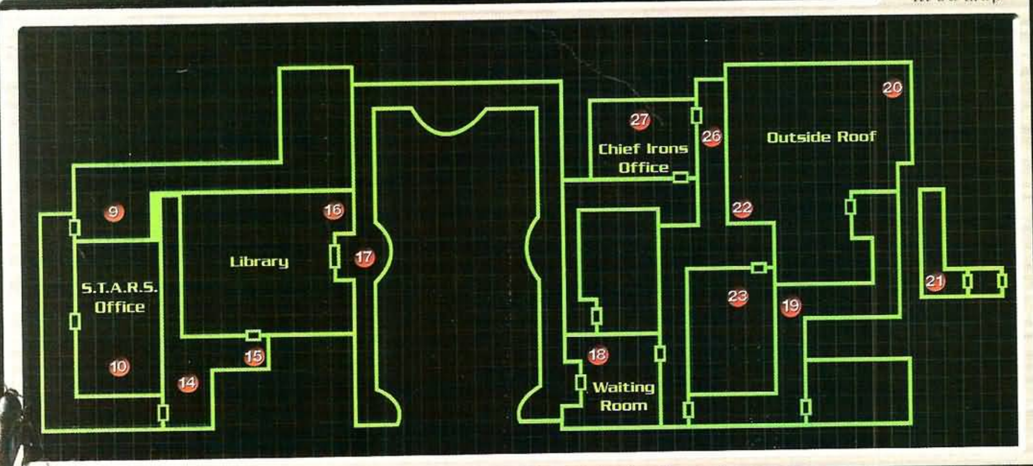
DESTRUCTION AT THE POLICE STATION

Racing through the city might have been exciting, but surviving the police station will require more exploration and patience. Unfortunately, the zombies reached the police headquarters a long time ago and did some major damage, crashing Leon's welcoming party before the guest of honor had a chance to arrive. As you wander the echoing halls, you'll find that several officers are wounded but still alive. Don't trust them. As a general rule, save your progress only after you complete a milestone, such as solving a puzzle or surviving an attack. Store unnecessary items whenever possible, but you can't carry everything with you.

First Floor_



Second Floor_



1 Security Key



Enter the second door on the left and speak with the wounded officer. He will give you a Security Key to unlock another door.

2 Use the Computer



Head to the desk in the middle of the hall. Use the computer terminal and the Security Key to unlock the door on the left.

3 Save Your Progress



Pick up the Ink Ribbon and place it in the typewriter to save your position in the game. Also collect the bullets on the desk.

4 Store Items

The large red chest allows you to store items for future use. You can also open the chest and pick up some first-aid spray.

5 Lick the Licker





As you head down the hallway, check the decapitated officer and collect his bullets. When you reach a pool of blood in the middle of the hall, a lizardlike creature will drop from the ceiling. Aim low and keep shooting until the creature stops moving.

6 Red Ruby



Walk down the hall until you reach the double doors. Enter the room and read the Operation Report. Leon can go into the next room and use the lighter to start a fire in the fireplace. A Red Ruby will appear.

7 Green Herb

After finishing off the Licker, you'll notice a Green Herb near the door at the end of the hall. Throughout the game you can collect herbs to rebuild your health. Combine different colors for more strength.

8 Under the Stairs



More zombies are waiting past the door at the end of the hall. The room under the stairs has ammo, a typewriter and a darkroom for developing film.

9 Push the Statues



To release the Red Ruby, you will need to rearrange the red and gray statues. Push them so they are facing each other and covering the dark squares.

10 S.T.A.R.S. Office





Read Chris Redfield's diary and take the Unicorn Medal on his desk, then open the storage cabinet. Leon will receive a shotgun and Claire a grenade launcher. Look for more ammo behind the desk.

11 Unicorn Medal



Make the trip back to the main lobby and place the Unicorn Medal on top of the fountain. You will receive the Spade Key, which unlocks another door.

12 Spade Key



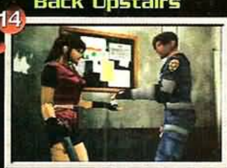
Head to the area where you battled the Licker and unlock the door with the Spade Key. Collect an Ink Ribbon and read the available Patrol Report.

13 Get the Crank



To collect the crank on top of the cabinet, push the ladder in front of the cabinet and climb up. The ladder is located on top of the cabinet.

14 Back Upstairs



Return to the second floor and enter the door past the statues. Head to the room at the end of the hall. Claire will see a girl and get the radio from Leon.

15 Pick the Lock



While in this room, Claire can pick the lock on the desk and collect flame rounds. Leon needs a special key, which he will find later. More bullets are located at the end of the hall.

16 Enter Library



In the library, go upstairs and walk around until you fall through the floor. Push the red button to move the bookshelves, then push the left shelves to the right to match the picture on the wall. Leon gets the Bishop Plug and Claire gets the Serpent Stone.

17 Exit the Library



Leave the library through the double doors. Make a sweep of the area and off all four zombies. Then enter the room directly across from the library.

18 Waiting Room



Walk to the desk and read the secretary's diary. There is a storage box and a typewriter in this room. Leon finds the Desk Key, and Claire gets the Lighter.

19 Bird Attack



Exit through the back door of the waiting room and take a quick right. A fire will block the other path. Walk down the hall and get ready to shoot the birds.

20 Helicopter



Take the next door outside and run past the burning helicopter. Head down the stairsand run past the zombies. Shoot your way out and run.

21 Get the Valve Handle





Once inside the small building, collect the Valve Handle near the desk. There's also some ammunition on the desk and another typewriter. This is a good time to save your progress. Do not open the door at the far end of the room, or you'll be instantly attacked by a horde of zombies.

22 Douse the Flames





Take the Valve Handle and return to the scene of the helicopter crash. Run behind the fence and turn on the water pressure. Once the fire is out, you'll find handgun bullets in the smoke.

23 Red Rubies



Enter the room that was previously blocked by the fire. Place the Red Rubies in the busts protruding from the wall. Leon will get the King Plug and Claire will be given part of a Blue Stone.

24 Monster Mash



To get back into the room where the officer gave you the Security Key, you'll have to blast past a large group of zombies. Collect the Film and get Claire the plastic explosives.

25 An Old Friend

The cop that helped you before won't be so friendly this time around. Finish him off and search the desks. Claire finds a Detonator, and Leon collects the Heart Key.

26 Explosives



Claire must take the plastic explosives and Detonator back to the door near the helicopter. Once she blows the door open, she can enter the room. Leon does not need to take this extra step.

27 New Partners



Claire will eventually meet a little girl named Sherry, and Leon will run into Ada Wong. These characters will need your help—and you will need theirs. Protect them and treat them well.

More Terror Awaits...

For you, the adventure has just begun. Enter the evidence room and collect the cord, but make sure you have shotgun ammo, because the Licker will be waiting there to attack you. Make your way to the Heart Key door and head for the stairs. Once you make it past the Dobermans, you will meet a new character. If you're controlling Sherry or Ada, you will go into the sewers and make a bridge out of boxes to reach the Club Key. After Leon or Claire receives the Club Key, you can race back into the police station and enter the final unsearched room. Be sure to have the crank and all of Leon's Chess Plugs or Claire's Colored Stones. You'll also need the Valve Handle later. We don't want to give away everything, but be prepared for battles with alligators, killer moths and deadly plants. If you survive, you'll find the cure for the T-virus. One final battle with a creature named William will determine the fate of the world.





RAY

THE

GAME

COMING

SOON



WWW.RAYRULES.COM

Boardwalk and Park Place have never looked so good. The ultimate property game is about to enter the next generation as Hasbro Interactive and Minds Eye Productions bring the world-famous Monopoly to your N64.



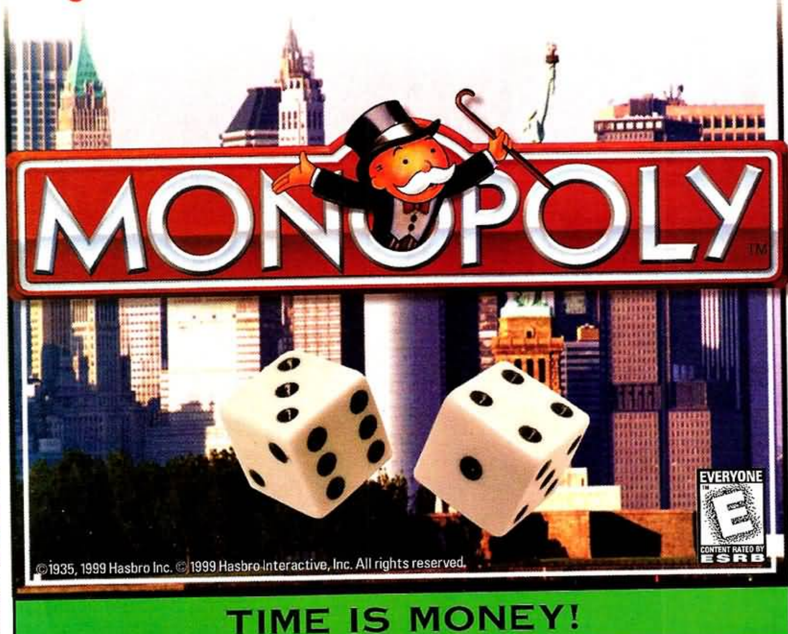












TIME IS MONEY!

Have you ever dusted off your old Monopoly board only to discover the dice are missing? Or someone took the play money and tried to spend it? Or the tokens became artillery for G.I. Joe and are now buried among the figurines? With the N64 version of the popular pastime, you can play any time without the typical board-game hassles.



A Rich History

Charles Darrow was one of the many unemployed American dreamers during the height of the Great Depression, fighting to keep his spirits alive. He created Monopoly, and the game's exciting premise of becoming rich struck a chord with the rest of the country. The rest is history. Now the game has sold over 200 million copies in 80 countries.



MONEY MAKES THE WORLD GO ROUND



Pop quiz: How much money do you collect every time you pass GO? If you haven't broken out your Monopoly game lately, you might be a little rusty on the basic rules and strategies. We're here to help. First, we'll cover some of the essential aspects of the game you might have forgotten. Then we'll explore the advanced concepts.



Construction Zone



You must own every property in a color group before you can lay down the lumber. Once you have four houses on each property in the color group, you'll be able to knock down the residences and construct a hotel.

Once, Twice, Sold!



If a player lands on an unowned property and doesn't buy it, the property will go up for auction immediately. In the video game, this can be a tedious process, especially when bidding against the computer.

Power to the People



There's no deregulation in the land of Monopoly, so you can own an entire collection of utilities and dominate the market. Any time another player lands on your utility or railroad, you'll earn rent.

Go, Baby, Go



Now for the answer to our quiz question: Collect $200 every time you round the corner and pass GO. Want to try another one? When is the only time you can't collect $200? Answer: On your way to jail.

It's All in the Cards



Chance and Community Chest cards could deal you anything from a speeding ticket to a large inheritance. The "Get Out of Jail Free" card can be held and used at any time—or sold to the highest bidder.

Doing Hard Time



You can try to roll doubles to get out of jail or pay a $50 fine. If you own a lot of property late in the game, it's best to sit in jail for as long as possible—players will continue to pay you rent while you're behind bars.

Income Tax



As a general rule, pay ten percent instead of $200 during your first few times around the board. Late in the game, choose ten percent only if you have been hit hard and are sure your assets are below $2,000.





From the Tabletop to the TV

Making the jump from the board to the screen is not always an easy transition. But after a few rounds, you should become comfortable with the layout of the N64 version of Monopoly.



All 11 Monopoly tokens are animated, and they travel around the board with funky movements and comical sound effects.



One disadvantage to the video version is that you don't get to study the board. Use the bird's-eye view to see the entire field.



Press Z to bring up the trading screen. Pick your trading partner and make an offer. Computer opponents will reject unfair deals.

ANOTHER DAY, ANOTHER DOLLAR

There's a lot more to Monopoly than meets the eye. To become successful, you have to be savvy and think several steps ahead of the competition. Otherwise, you'll find yourself paying the rent instead of collecting it.

Fine Art of the Deal



Selling property is the best way to stay out of debt. You can sell land only if there are no buildings constructed on the color group. You can also trade properties in hopes of collecting an entire group.

Mortgages



By mortgaging property, you can retain possession of the land or sell the mortgage to another player. This will free up more cash so you can build houses or hotels on other color groups that you own.

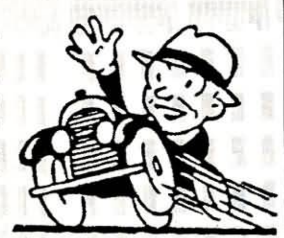
Bankruptcy



You are declared bankrupt and out of the game when you owe more than you can pay. If your debt is to another player, you must give that player all assets. If it's to the bank, the bank will collect your holdings and auction the property.

Get Rich Quick

In the short game, each player starts with a certain amount of property, and you need only three houses on each property within a color group to build a hotel. You can also choose to play a timed game. When the clock runs out, the player with the most money wins.



WHERE THE RICH GET RICHER



Now that you have a bunch of property on your hands, what are you supposed to do with it all? Some people try to build as much as possible, but that could backfire if houses must be torn down to pay rents. Remember, your goal is to stay out of bankruptcy. To give you an edge, we have included some little-known Monopoly tips.



A Buyer's Market

- **Always buy when no other player owns a property of that color.**
- **Always buy when you already own one or two properties of that color.**
- **Buy when it prevents another player from owning all of that color.**
- **Always buy Orange properties.**

  Statistically, the Orange properties are landed on the most because they're right down the road from the jail. Prevent your opponents from collecting all the Orange properties whenever you get the chance.

Making the Most Out of Mortgages

If you have to mortgage properties, take some time to consider your options. Railroads are landed on more than any color group, and utilities are great money makers, so keep those properties unmortgaged. And remember that the most frequently hit properties are Illinois, New York and Boardwalk.

Mortgage properties in this order:

1. **Single properties**
2. **Color groups near Go**
3. **Single utilities**
4. **Railroads**
5. **Monopolized utilities**

Industrial Boom

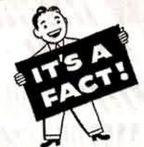
- **Build up the first complete color group you own.**
- **Build three houses on each property of a color group before building on another color.**
- **Build first on the most valuble property of a color group.**
- **Build hotels in the low-rent areas.**

  Build up to the hotel level only if you have plenty of cash to spare. If the group is one of the first three on the board (Dark Purple, Light Blue, Light Purple), you should build hotels because of the low rent.
- **Build to create Housing Shortages.**

  If you own low-rent color groups, quickly build three or four houses per property to limit the availability of houses for owners of high-rent color groups. Don't build hotels and give houses back to the bank!
- **Build to Anticipate Market Demand.**

  Your building strategy should vary depending on the color group you own. Certain properties are hit more frequently. Build on the middle property if the group is Light Blue or Orange and on the first property if the group is Light Purple, Red, Yellow or Green.





Trivia Treasure Chest

- Escape maps, compasses and real money were packed into Monopoly game boards and smuggled into POW camps inside Germany during World War II.
- Monopoly games come in all shapes and sizes. The largest indoor game ever played used a Monopoly game board 122 feet by 122 feet in size.
- The largest outdoor game ever played used a board 938 feet wide and 765 feet long. The Monopoly contest covered nearly a full city block!
- The longest MONOPOLY game ever played was 1,680 hours long—that's 70 straight days! And the longest game played underwater was 45 days.
- An estimated 500 million people from around the globe have enjoyed the game since its creation in 1935. The game is published in 26 languages.
- Monopoly has to be one of the biggest builders in America. Who else manufactures more than one hundred million houses every year?
- Each Monopoly game has $15,140. Monopoly produces more than twice as much play money every year as the U.S. Mint produces actual money.
- Boardwalk isn't the same in every country. France: Rue de la Paix. Germany: Schlossallee. Netherlands: Kalverstraat. United Kingdom: Mayfair.
- Inflation? Never heard of it. Values on the Monopoly game board are the same today as they were in 1935. If only life were just like that!

LOOSE CHANGE

We could spend all day examining strategy, but enough of this math madness. After all, the game is supposed to be fun. Did you know that the longest Monopoly game played upside-down lasted 36 hours? Read on for more fun facts.

Pick a Card, Any Card

Community Chest Cards

There are 16 Community Chest Cards:
- Nine cards give you money
- Three cards take money away
- Two cards move you elsewhere
- One takes money away if you own buildings
- One card lets you get out of jail free

The Community Chest will probably give you money.

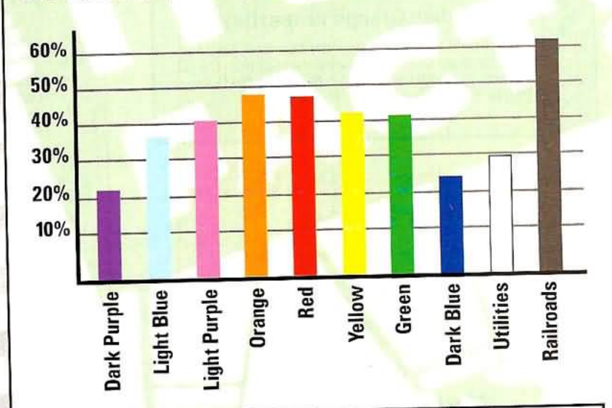
Chance Cards

There are 16 Chance Cards:
- Ten cards move you elsewhere
- Two cards give you money
- Two cards take money away
- One takes money away if you own buildings
- One card lets you get out of jail free

A Chance Card will probably send you to another space on the board.

Tourist Attractions

The chart below displays the hit frequency for each color group on the board, including utilities and railroads. Orange rates the highest, but based on rent price and hit frequency combined, the Red group has the highest overall value.



The New Kid on the Board



The sack of money was the first new token to be added to the game of Monopoly in more than 40 years, beating out the piggy bank and the biplane in a nationwide vote.


POKÉMON™
2.B.A. MASTER
with 10 Brand New Songs!
POKÉMON
2.B.A. MASTER™
Music From The Hit TV Series
BONUS! This CD Contains the PokéRAP Music Video! enhanced CD
Gotta Catch The Music!
includes full-length PokéRAP!
BEST BUY
KOCH records
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Train Your Eyes...For a Prize!

It sounds like quite a few of you were thwarted by the Prof's challenge to perfect your photography, but, hey, he didn't say it was going to be easy. We've included some more high scores this month, but we also have another surprise. For the next little while, snapping professional shots might earn you more than just a compliment from Professor Oak!

"Take Your BEST SHOT" CONTEST

Calling all photographers! Until the end of December, 1999, Snap masters from all around the country are testing their skills against one another. The premise is simple. Take the best shot you can—taking both high score and interesting composition into account—and print out a sticker at Blockbuster. You can then enter the sticker into the "Take Your Best Shot" contest. One Grand Prize winner will win a trip for four to Australia for an Outback Safari Adventure! Not only that, but 25 First Prize winners will win a digital camera, and 100 Second Place winners will take home a Pokémon Yellow Game Pak and Game Boy Color. Talk about cool! The details and entry forms are all available at your local Blockbuster, so practice up, print 'em up, and enter to win! The stickers will be judged on the Professor's score and the quality of the composition, so keep snapping until you've created a masterpiece.



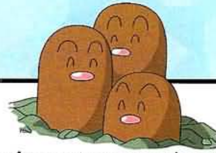
You can't get much more close-up than this Slowbro shot. It's huge, facing the camera and happy because it's about to chow down. Kudos to the photographer!



Look at this textbook Kakuna shot: It's perfectly centered, facing the camera and large in size, and there are others in the frame. If you take shots like these, you just might end up in the Outback!

Articuno	4,700 pts.	Grimer	4,300 pts.	Muk	4,000 pts.
Butterfree	4,960 pts.	Gyarados	4,680 pts.	Pikachu	8,000 pts.
Charizard	4,380 pts.	Jigglypuff	6,480 pts.	Porygon	5,610 pts.
Charmeleon	4,400 pts.	Kakuna	4,540 pts.	Rapidash	5,170 pts.
Diglett	3,880 pts.	Koffing	4,000 pts.	Sandslash	4,800 pts.
Doduo	4,600 pts.	Magikarp	4,400 pts.	Shellder	4,400 pts.
Dratini	4,400 pts.	Magnemite	4,260 pts.	Slowpoke	4,400 pts.
Eevee	4,500 pts.	Mankey	4,500 pts.	Squirtle	5,260 pts.
Electrode	5,150 pts.	Metapod	4,470 pts.	Staryu	3,730 pts.
Goldeen	4,400 pts.	Mew	10,000 pts.	Weepinbell	4,000 pts.

Pokéchat



The holidays are just around the corner, and we're pretty sure that it's going to be one big Pokémon party around the country. When you get a chance to take a shopping break, let us catch you up on all the news.

Q: I know I can't trade Pokémon between English and Japanese versions of the Game Boy game, but what about versions in other languages?

A: *Nope, don't go near them, either. With the European release of Pokémon Red and Blue, you'll start seeing other language versions like French and German, but just because you may be bilingual doesn't mean that your Game Boy is. Even connecting a Game Link Cable between different language versions of Pokémon could erase your saved data, so don't risk it.*

Q: What's the difference between the Wizards of the Coast Pokémon card game series and the Topps trading cards?

A: *The Topps cards are collector's items—they have cool pictures and stats about each Pokémon but are not used to play any game. With the Wizards cards, you can play a card game where you battle Pokémon teams just like you do with linked Game Boys.*

Q: Sometimes when I climb out of the water onto Cinnabar Island, a bald guy appears on top of the Gym roof. What's up with that?

A: *Don't get excited—there isn't some sneaky way to climb up on the roof and rendezvous with this guy. It's just a graphical glitch that occurs when you climb onto the eastern shore right next to the Gym and immediately get the text about the door being locked. Once you move away from the door, the guy resumes his ordinary routine of walking around the island.*

Q: I found a Mewtwo Bonus Stage in Pokémon Pinball that you guys never mentioned! What happened—didn't you find it?

A: *We found it! We swear! It wasn't that hard! No, seriously, we don't always show every last secret in game reviews because we want to save some surprises for you.*

Q: I've seen a ton of codes on the internet claiming that you can evolve Pikachu and Jigglypuff into Raichu and Wigglytuff in Super Smash Bros., but they don't seem to work. Is there any truth to these codes?

A: *No sir, there isn't. You'll have to keep playing with those Pokémon in their unevolved states, but that isn't so bad. They more than hold their own.*

Q: I have a Pokémon Yellow Game Pak, but when I link up with my friend's Game Boy and try to go to Colosseum 2, it doesn't work. Is there something wrong with my game?

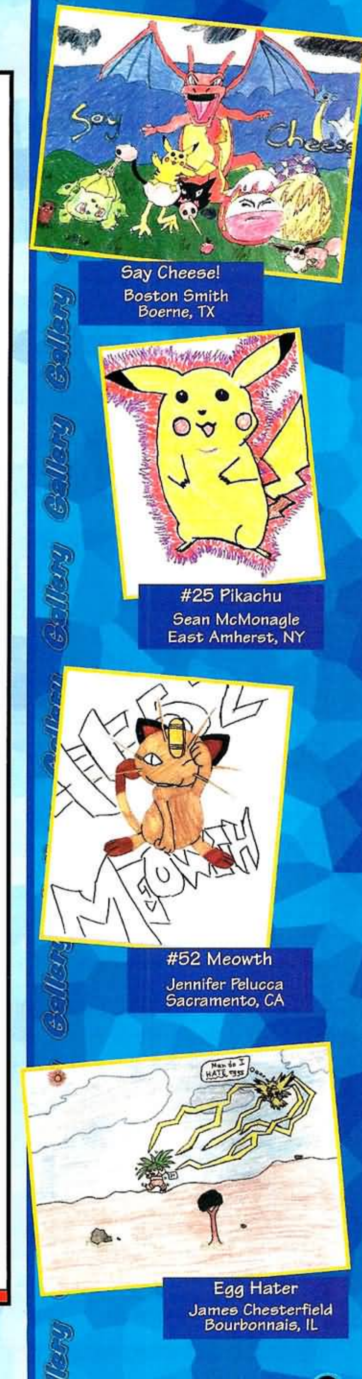
A: *No, both of your games are just fine. The problem is that your friend must be playing with either the Red or Blue Pokémon game. In order for Colosseum 2 to become available at the Cable Club when you link up with a Game Link Cable, you must both be playing with a Yellow cartridge.*

Q: The Pokémon comics that have been included with recent magazine issues are really cool, but I forgot to collect all my old ones from last year. Do you have any plans to reprint them?

A: *As a matter of fact, they're already reprinted, just not in their original form. You can find a compilation book of the first six comic episodes in bookstores right now.*

Q: I dropped a Pokémon off at the Daycare and when I picked it up, it had learned a bunch of moves that I didn't want it to learn! Isn't there any way you can select which moves your Pokémon will learn at the Daycare?

A: *Sorry, but you can't. That's the trade-off for not having to deal with actually caring for the Pokémon as it grows up—the owner of the Daycare will pick which moves are learned and which are deleted to make room for others.*



Say Cheese!
Boston Smith
Boerne, TX

#25 Pikachu
Sean McMonagle
East Amherst, NY

#52 Meowth
Jennifer Pelucca
Sacramento, CA

Egg Hater
James Chesterfield
Bourbonnais, IL

Ask the Professor

If I keep getting this many questions, I think I'll have to hire an intern. If Ash weren't so busy collecting Pokémon, I'd put him to work sorting through your letters! Oh well—as long as you keep asking 'em, I'll keep answering 'em.

Where do I find Gyarados in Snap?

This is a tricky Pokémon to find, even if you know that its lair is inside the waterfall in the Valley. The way to lure it out begins near where the ZERO-ONE enters the water. Look for a Magikarp flopping out of the water just where the river bends to the left. If you can manage to nail this Water-type with a Pester Ball, it will splash onto the bank directly into a Mankey. The Mankey will give it a wallop, sending it out of sight. Chill out for a while, then get ready as you arrive in the eddying pool by the waterfall. The Magikarp should fall out of the sky onto the left bank as you pass by, so waste no time knocking it with another Pester Ball. It'll skip across the water into the waterfall and PRESTO! Instant Gyarados!



Smack this Magikarp with a Pester Ball to start the chain-reaction leading to the Gyarados's lair.



I'm not sure if the Gyarados is happy to be given a meal or angry at being disturbed, so keep your distance.

How do I take a picture of "Flying Pikachu"?

Capturing this rare sight on film is another tricky maneuver, but the 2,000-point Special bonus I'll tack onto your score makes it worthwhile. In the Cave, knock the Zubat that kidnaps Pikachu with a Pester Ball so the little Electric-type can float to the floor on balloons ("Balloon Pikachu" is worth 1,600 Special points in its own right) and scramble over to the Articuno egg. Hatch the egg by playing the Poké Flute, then turn around so that you're slowly backing out of the Cave. You'll see the Articuno fly away but be patient—it will come back with Pikachu on board.



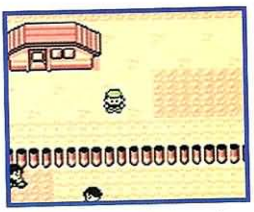
Pikachu can't help but provide fireworks when you play the Poké Flute and free Articuno from the egg.



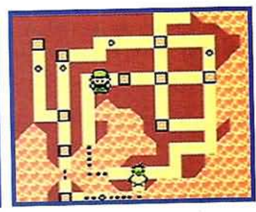
If you free the legendary bird early enough, you'll see first sparkles, then Articuno itself with Pikachu in tow.

Where do I find the HM Fly?

As the old saying goes, you have to bike before you can fly. Or maybe that's not an old saying, but it should be. To find HM 02, you must first head up Cycling Road (Routes 16,17 and 18) on your Bicycle. After battling through the scads of bike-bound trainers, go right through the building toward Celadon City. Instead of entering the city, though, use Cut on the bush to the north and reenter the building you just came through via a secret entrance. On the other side is a girl who'll hand over Fly.



The girl in this hut will pay any price to keep her privacy. Grab HM 02 and keep quiet about the real estate.



Fly is an absolute necessity for Pokémon masters—you can travel to any town you've visited in an instant.

In Pokémon Yellow, how do I convince the trainer in Cerulean City to give me her Bulbasaur?

You won't find this trainer in the Red and Blue versions of the game, but if you're lucky enough to be playing Yellow, you'll see the girl with the Bulbasaur in what was a Trading Post in Red and Blue. She won't tell you anything concrete about what criteria you must meet to be deemed worthy of the Grass-type gift, though. The answer is following at your heels that very moment. To impress the trainer so much that she'll hand over her Bulbasaur, you must take good enough care of your Pikachu to make it extremely happy. This means constantly keeping it healthy, leading with it in battle, raising its level frequently and generally treating it like your best friend. How happy is happy enough? Only Bulbasaur will tell.



Check on your Pikachu often to see how it's feeling. If Pikachu jumps up and down, that's a good sign.



Once Pikachu is bursting with love for you, Bulbasaur can join your crew. Take good care of it!

Colosseum

The responses are pouring in, and obviously there's a lot of pro trainers out there. Remember, one team is never enough—you need to customize for all situations!

This month we're featuring the team of Matthew Mcintyre from Glace Bay, Nova Scotia, who sent us his unbeatable team. His team's strong, but depending on his opponent and the tournament rules, even they can be bested with the right Pokémon and smart tactics—send us your team if you think you have him beat. If you want to check out how a Pokémon Stadium tournament went in Japan, look at the last page of the Pokécenter.

Dugtrio

Matthew typically leads off with his Dugtrio, just because it's so fast. He figures that getting the drop on his opponent's first Pokémon is pretty important, and we're inclined to agree. The Ground-type attacks are particularly effective against Ghost-types, and since it's always important to have a Pokémon that can Dig with you as you travel the world, the Dugtrio does double duty.

- Dig
- Earthquake
- Hyper Beam
- Rock Slide

Blastoise



Obviously a powerful Water-type is a boon to any team, since it can savage any Ground-, Fire- or Rock-types. Matthew claims it's pretty effective against Dragon-types, too—he uses it as a second line of defense against them. He has two main tactics: use Hydro Pump and Blizzard to weaken an opponent then finish it off with Surf, or use Surf to weaken the other Pokémon and then use Hyper Beam for the finishing blow.

- Surf
- Hyper Beam
- Blizzard
- Hydro Pump

Articuno

This legendary bird serves as Matthew's air transportation, but it also uses Fly in battle as a powerful evade/attack move. Since Articuno is vulnerable to Fire-types, he armed it with Bubblebeam to give it a fighting chance. As for the Ice-type moves, he typically uses them to cool off Dragon- and Grass-types. He'll also use it against Fighting-types if he has to.

- Ice Beam
- Blizzard
- Bubblebeam
- Fly

Dragonite

This is the main option as far as Matthew's offense is concerned. While its Hyper Beam often finishes the fight in one powerful stroke, Horn Drill polishes off all of those Pokémon gifted with the ability to Recover. He's also armed it with a couple of secret weapons. Thunder takes out any challenging Water-types, and Fire Blast will provide an unpleasant surprise for Ice-types.

- Fire Blast
- Thunder
- Horn Drill
- Hyper Beam

Jolteon

Apparently this Jolteon isn't all that much to look at—it has low HP and low Attack and Defense ratings—but its Special and Speed ratings are through the roof. It can attack extremely quickly, and the high Special rating gives it adequate defense against strong Psychic-types. Pin Missile is the logical counterattack against Psychic-types, and while Double Kick isn't that strong, it's a good finisher.

- Thunder
- Double Kick
- Pin Missile
- Thunder Bolt

Mewtwo



Last but not least, Matthew's added the big, bad genetic freak known as Mewtwo. Since it's so powerful and has Recover, it's nearly impossible to knock out, and Psychic and Hyper Beam are brutally powerful attacks. Mewtwo also lets loose with Fire Blast whenever it sees a Bug-type. Although Matthew saves Mewtwo as a last resort, he also breaks him out when faced with a Fighting-type.

- Psychic
- Fire Blast
- Recover
- Hyper Beam

Gallery

Pokémon
Robert Kazarin
Astoria, NY

Electric Pokémon
Nicholas Baxter
Cherryville, NC

Evolutionary
Amit Ladani
Pittsburgh, PA

Gotta Catch 'em All!
Robert Petrie
Brockton, MA

Submitted art becomes property of Nintendo Power.

Send questions, comments and art to:
Nintendo Power
P.O. Box 97082
Redmond, WA 98073

Hot off the Press

No doubt you read about Spaceworld in our October issue, but there were so many cool Pokémon-related events over the course of the event that we just have to tell you a little more about them. Check out what went down in Japan!

Pokémon in Space

It seemed like nearly one-fifth of the giant convention hall inhabited by Spaceworld in Tokyo was devoted to Pokémon Gold and Silver. These long-awaited additions to the Pokémon Game Boy library are due out in November, so the Japanese public can't wait to get their hands on them. The games looked great—they included 100 new Pokémon beyond the 150 already known to exist, with the exciting possibility of creating more. Some of these Pokémon, it seems, have genders, and they may be able to create eggs together. We'll have more on this fascinating turn of events as we learn more—there's no word yet on when the games might come to the United States. Another huge draw was the finals of a Pokémon Stadium contest that had been running in Japan for several months. Twelve regional champs battled it out on huge televisions on stage. Each would study the other's team of six Pokémon, then pick three of their own to duke it out. There were many favorites—plenty of Persian, Clefable and Electabuzz were around—and a Surfing Raichu even showed up! In the end, a Persian, a Charizard and a Nidoking defeated a Persian, an Electabuzz and a Victreebel. It was a wild fight, and we can't wait until Pokémon Stadium arrives here in the spring.



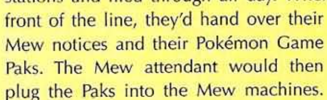
These Paks are as valuable as...well, you know. We can't wait to hear when they're headed our way.


The contestants occasionally used notes and weren't above a little taunting.

Come and Get It!

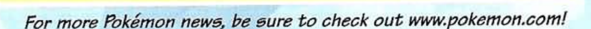
Sure, it was cool to check out Gold and Silver, and the Pokémon Stadium Finals were all kinds of exciting, but there was another reason that Pokémon fanatics turned out in Tokyo in droves: Mew. Members of the public who had mailed in cards received confirmation notices in the mail, and when they took these to the Mew section of the convention hall, they could exchange them for the coveted 151st Pokémon. The scene was chaotic. People lined up at approximately 20 Mew stations and filed through all day. When they got to the front of the line, they'd hand over their Mew notices and their Pokémon Game Paks. The Mew attendant would then plug the Paks into the Mew machines. Onscreen, a visual would appear of Mew heading through a cable into its new home. The whole transfer took only a few seconds, and when it was over, the lucky owners would bow gratefully to the attendants and then plug the Game Paks in to check on the newest addition to their Pokémon families.

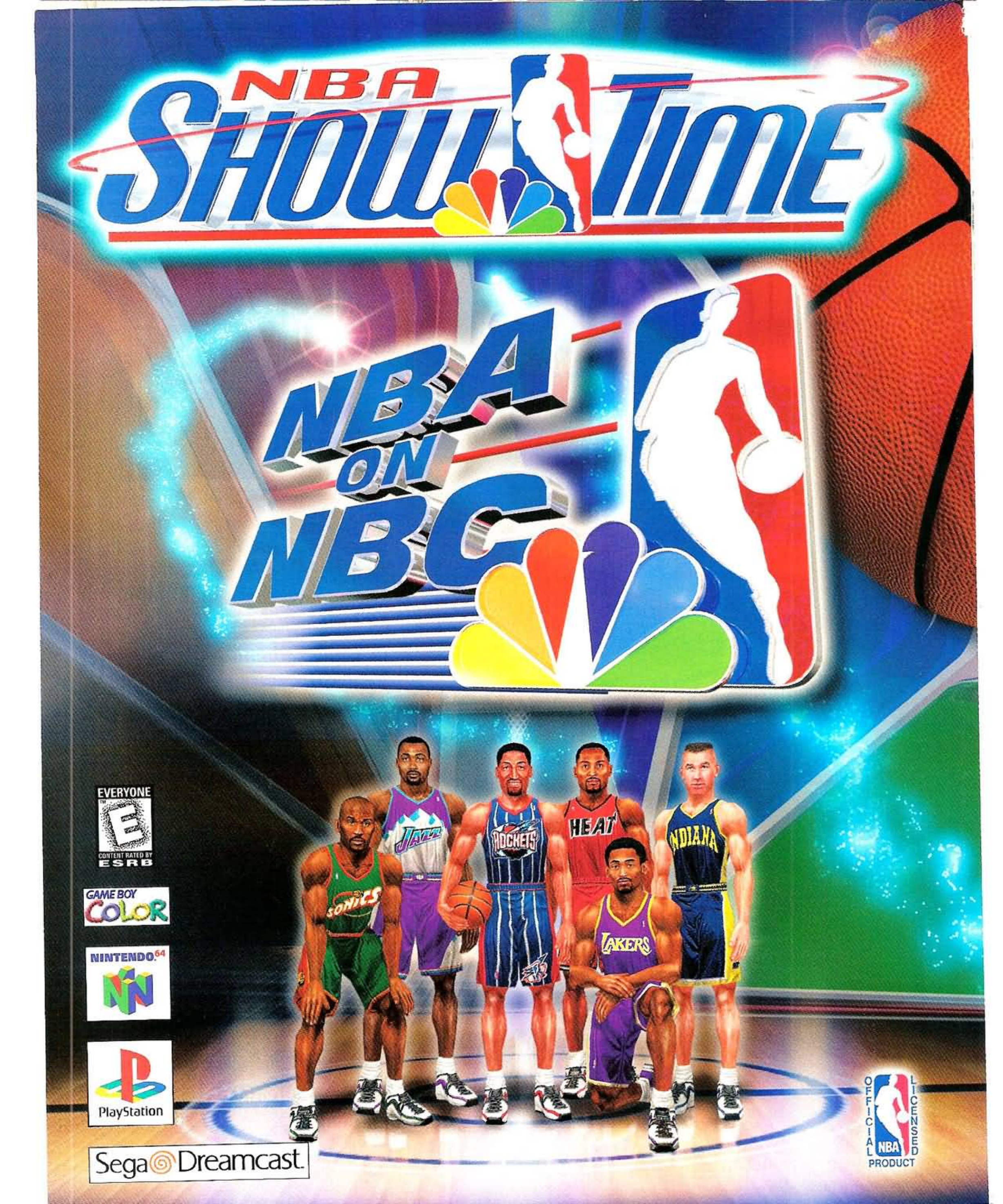









For more Pokémon news, be sure to check out www.pokemon.com!



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WHAT ARE THE QUESTION MARKS ON THE OPTIONS SCREEN FOR?

One of the question marks is used to view the credits after you've completed all six areas. The other option is a whole lot cooler. Once you've opened it by collecting every Gold Card in the game, you'll be able to begin every level with a massive arsenal. You'll start with eight Bombs, full Fire power, Power Bombs and Remote Bombs. As an added bonus, finding 120 Gold Cards opens up four new Battle Mode Arenas. Play nice!



The second question mark is the key to starting off fully loaded with all sorts of powerful ammo...but you need 120 Gold Cards to get it.



Every stage has five Gold Cards to find, and your tasks will involve everything from defeating monsters to reaching remote areas.

? HOW DO I DEFEAT HADES? ?

The large robot that makes its home in the lava of Red Mountain 4 is pretty steamed at Bomberman. You'll automatically have Remote Bombs for the fight, and it would be a good idea to start the battle with a Heart. Stay out of the way of the robot's eye lasers and fists by constantly moving, and move to the opposite side of the platform when it spins with its arms out. Pump up your Bombs while moving so that you can damage its arms, then wait for it to poke its head out of the lava. When it does, hurl pumped-up Bombs at it until it succumbs to your superior firepower.



Keep on movin' to avoid the laser Hades shoots out of its eye and the damaging power of its fists.



Hold down the B Button while you rapidly tap the A Button to pump your Bombs up. If you don't pump them all the way up, they'll deflate.



Use one pumped-up Bomb to stun Hades when it comes out of the lava, then throw another into the opening to put its fire out.

▶SHADOW MAN



WHAT'S THE BEST WAY TO FINISH OFF MILTON PIKE?

Milton Pike is no slouch with his machine gun, and if you want the chance to go up against him you'll have to assemble L'Eclipser first. Equip the Enseigne before the fight to provide some protection, then lock on him with the R Button. Be careful not to stand too close or else you won't be able to lock on. Circle him and keep blasting him in the back with the Shadowgun.



As soon as Milton is done threatening you, lock on him with the R Button and strafe.



Continually assault the nasty brute with a fully charged-up Shadowgun to drop him.

? HOW DO I USE THE WARP POINTS? ?

Warping is *the* way to travel, in case you didn't know. The teddy bear you receive is the key, and for that reason you'll see a faint, shimmering image of the bear for a few seconds when you trigger one of the Warp Points. These invisible markers are generally located in areas that you must pass through to progress in the game, so you don't have to do a whole lot of searching for them. Once you see the bear image, commit the spot to memory, because it will be your warp's destination point. To warp, merely go to your teddy bear screen in the Start Menu, select where you want to go and zip through a rip in the space-time continuum. Keep in mind that if you've been to a new area but don't see it on the teddy bear screen, you haven't found the Warp Point yet.



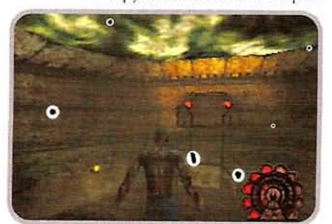
The image of your brother's teddy bear appears for only a few seconds, so pay attention.



Use this menu to get around in style. You'll rack up plenty of frequent warper miles.

? WHERE IS THE POIGNE? ?

To find these waterfall-scaling gauntlets, you must start from the Warp Point in the Temple of Fire. Go down into the pyramid and into the opening in the far wall. Follow the passage to the area with the waterfalls then turn right, go up the steps to the top and enter the opening on your left. You'll see a Fire Block—push it back and follow the passage through a hole in the wall to Coffin Gate Four. Enter the gate, go right and get the goods.



Even if you're already in the Temple of Fire, warp there again. It'll make it easier to follow the directions to your prize.



The pedestal in the center of the room beyond Coffin Gate Four holds the Poigne, the hottest fashion accessory in Deadside.



The gauntlets not only provide excellent mosquito protection for Shadow Man's forearms, but they also let him climb waterfalls.

HYBRID HEAVEN



HOW DO I BEAT PROCYON?

There's no foolproof way to defeat the red mutant, so any tactics you use will have to include a lot of practice. One key is to stay in close to it, because it may shoot at you if you retreat too far. Although it's tempting, don't try to use any throws on it—not only will they not work, but they'll probably just make the monster madder. Other than that, just use your best attacks and train hard!



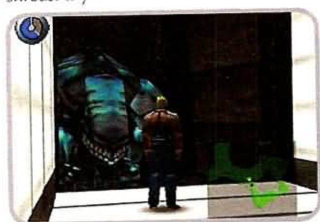
Don't worry about the flame swipe it uses to knock you away—it does no damage.



Hit Procyon with your best punches and kicks to cut the giant mutant down to size.

? CAN I DEFEAT THE MONSTER IN DR. BROSS'S LAB? ?

Although it may hurt your pride, the best thing to do when the hideous creature in the lab appears is run for your life. You can never defeat this monster in combat, so the key to surviving is just to run until you can find the way out. Try using the map to get an idea of where an exit is, as the chase itself can get pretty hectic and confusing. If you have time to check out the scenery while being pursued by a homicidal genetic freak, look for a ledge to climb. If you find that exit, fine. If not, search for a door with bars on it. Of course, if you just run up to this exit you'll be left shaking the bars while the creature rips you to shreds. If you shoot the bars off the door as you approach, you'll have nothing standing between you and the outside. Get out before you're lunch.



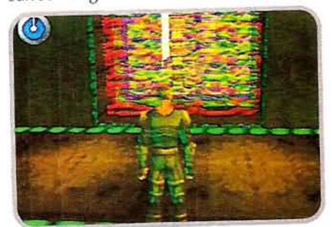
Don't be afraid of looking like a tourist. Check the map and find an exit before it's too late.



Blast away the bars blocking the way or else Dr. Bross's lab will be the last place you visit.

? HOW DO I TURN OFF THE FORCE FIELDS IN AREA 5? ?

You can't reach the elevators in Underground Shelter Lowest Area unless you deactivate the force fields surrounding them. To do that, you must locate and turn on the pillars that are scattered around the level. Once you find a room with a pillar in it, you could stand there for hours wondering how to switch it on. They key is to find and defeat the enemy in the room. That is the only way to activate the pillar, so hunt every corner until you can pick a fight.



No entry! Until all of the force fields are dissipated, this is as close as you'll get.



To activate the pillar, you have first to find the enemy in the room then to whoop on it.



The fights aren't very challenging, but you have to complete all of them to proceed.

▶ TUROK 2

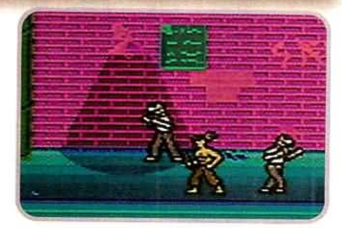


WHY DOES MY SCREEN GO DARK WHEN I PRESS SELECT?

Once you find the Light Burden and transform into Turok, pressing Select will make the screen dark. When it's in this shady state, you can see whether the person on the screen is a normal human or an enemy. Keep in mind that this works only on the first stage—in later levels the Select Button is used in conjunction with the Control Pad to change weapons in the course of the game.



Sure, they look like humans, but if you press the Select Button...



This handy trick lets you see who's friend and who's foe. Don't trust anyone...



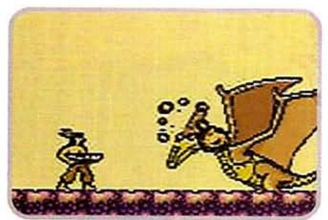
IS THERE AN EASY WAY TO DEFEAT THE PTERADON?



No there isn't. This boss at the end of Stage Six should be extinct, but instead it's making Turok's life miserable. No matter: If you're quick on your feet and handy with your Grenade Launcher, you can polish off this prehistoric pest with a little practice. You'll automatically switch to the Grenade Launcher at the beginning of the battle, since it is the only weapon that can damage the Pteradon. Immediately start charging it up by holding B, and hold Up and Right on the Control Pad as the Pteradon comes into view. When you can see approximately one-third of the creature, release B to blast it. Wait until it fires the first fireball at you, then avoid it and jump over the second. Do the same for its second salvo, then repeat the firing process from the beginning. Keep alternating between attacking and dodging to live to hunt on.



Wait until the flying beast is one-third of the way on the screen before letting loose with a charged up grenade blast.



The Pteradon will flash every time you score a hit with the Grenade Launcher. After around ten hits or so, you'll be victorious.

Q&A FAST FACTS

In the USA Call: 1-900-288-0707 ($1.50 per minute. Callers under 18 need parental permission to call.)

Or write to: Counselors' Corner
P.O. Box 97033, Redmond, WA 98073-9733

In Canada Call: 1-900-451-4400 ($2.00 per minute. Callers under 18 need parental permission to call.)

CASTLEVANIA

Q: How do I cue the Hard difficulty setting?

A: You must finish the game on Normal setting and find Special Item 1.

Q: Why can't I open certain doors?

A: Some doors must be opened at specific times. Doors with a moon symbol can be opened only at night, while doors with a sun symbol must be opened in daylight.

MARIO GOLF

Q: Can I get a Birdie Badge more than once on the same hole?

A: Afraid not. You can earn the Badge again but it will not count.

Q: Why do some of my shots go wild even when I hit them perfectly?

A: The wind and rain affect your shots, so be sure to keep an eye on the weather.

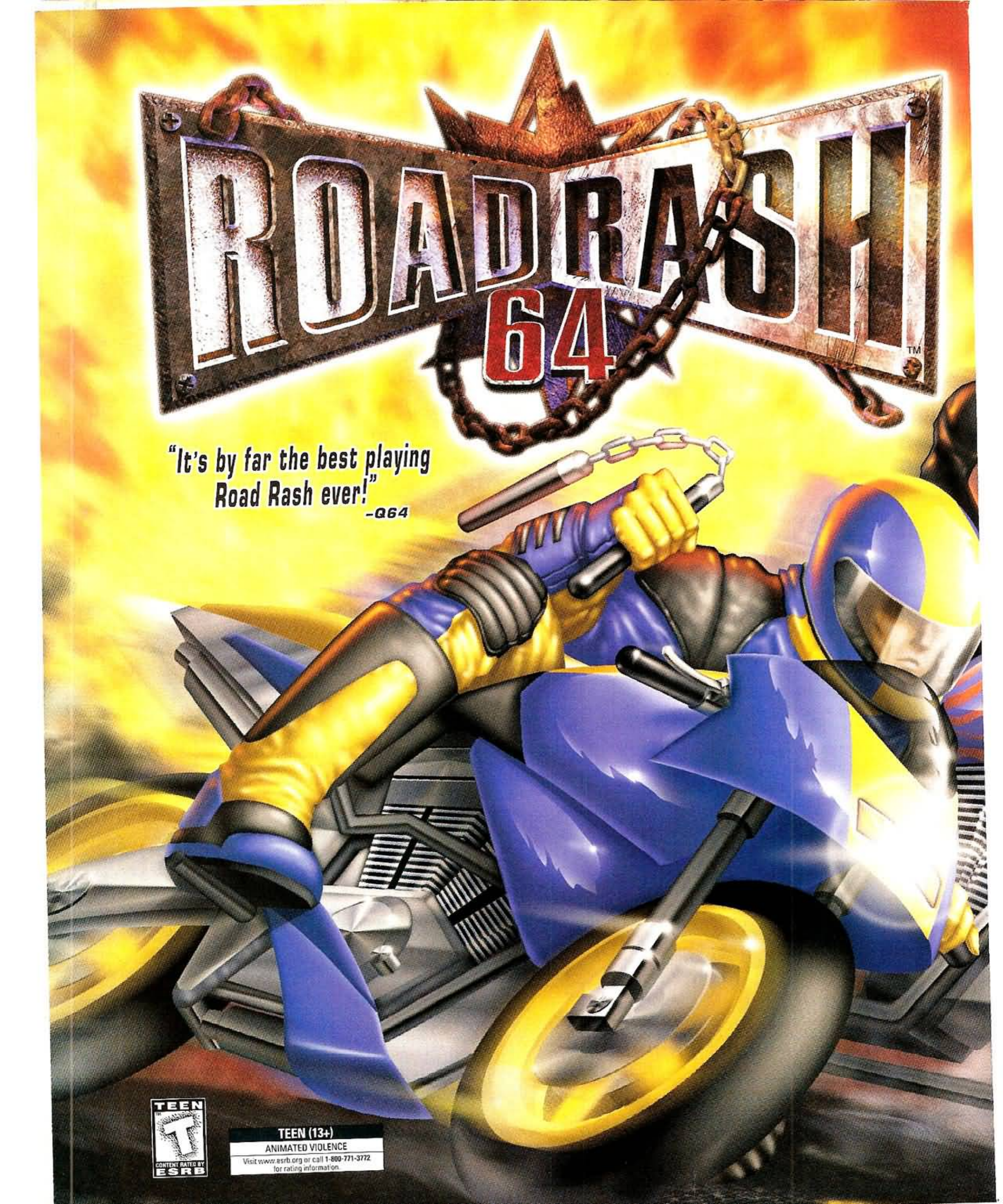
SUPER MARIO BROS. DX

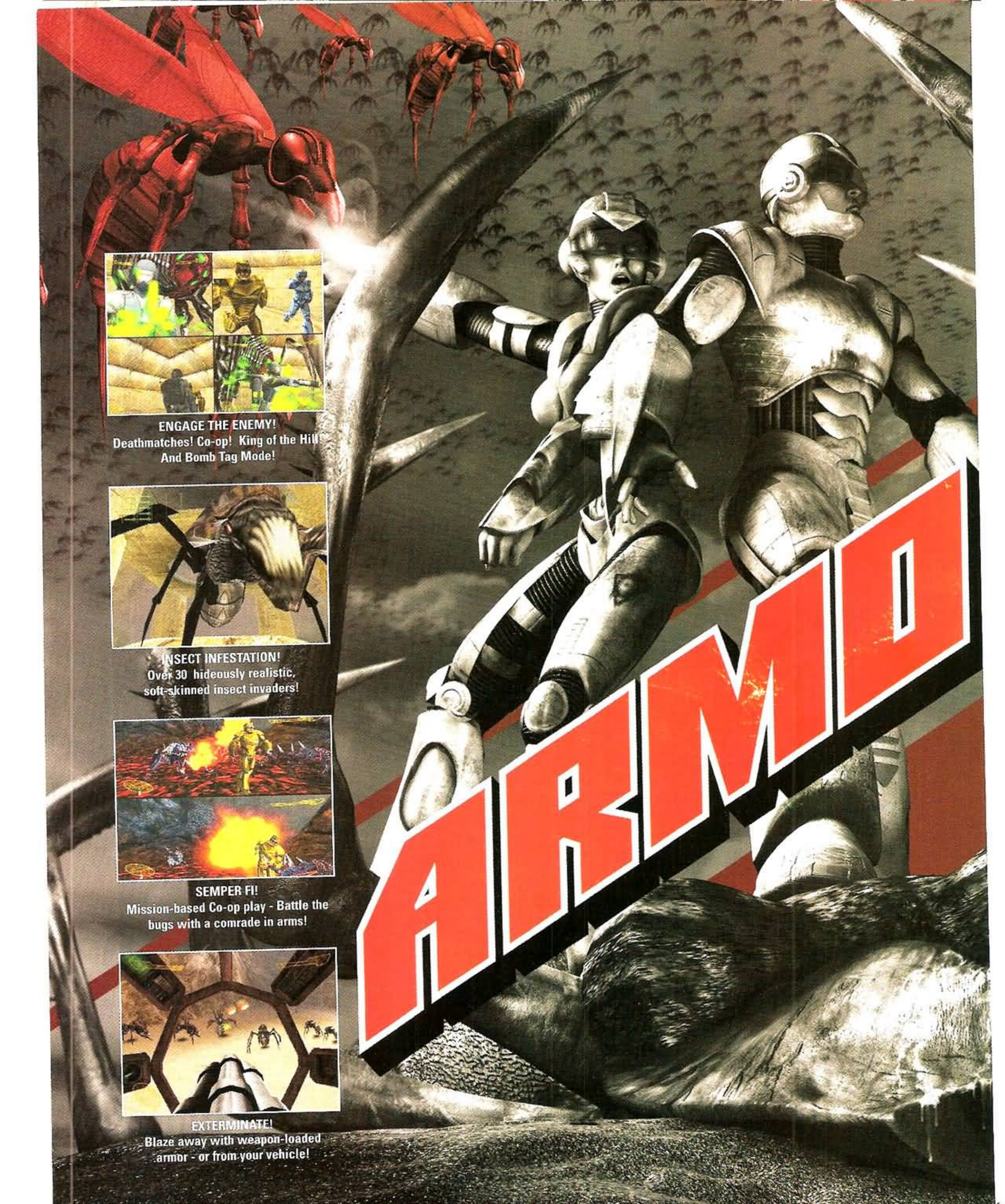
Q: What is the Melody Function?

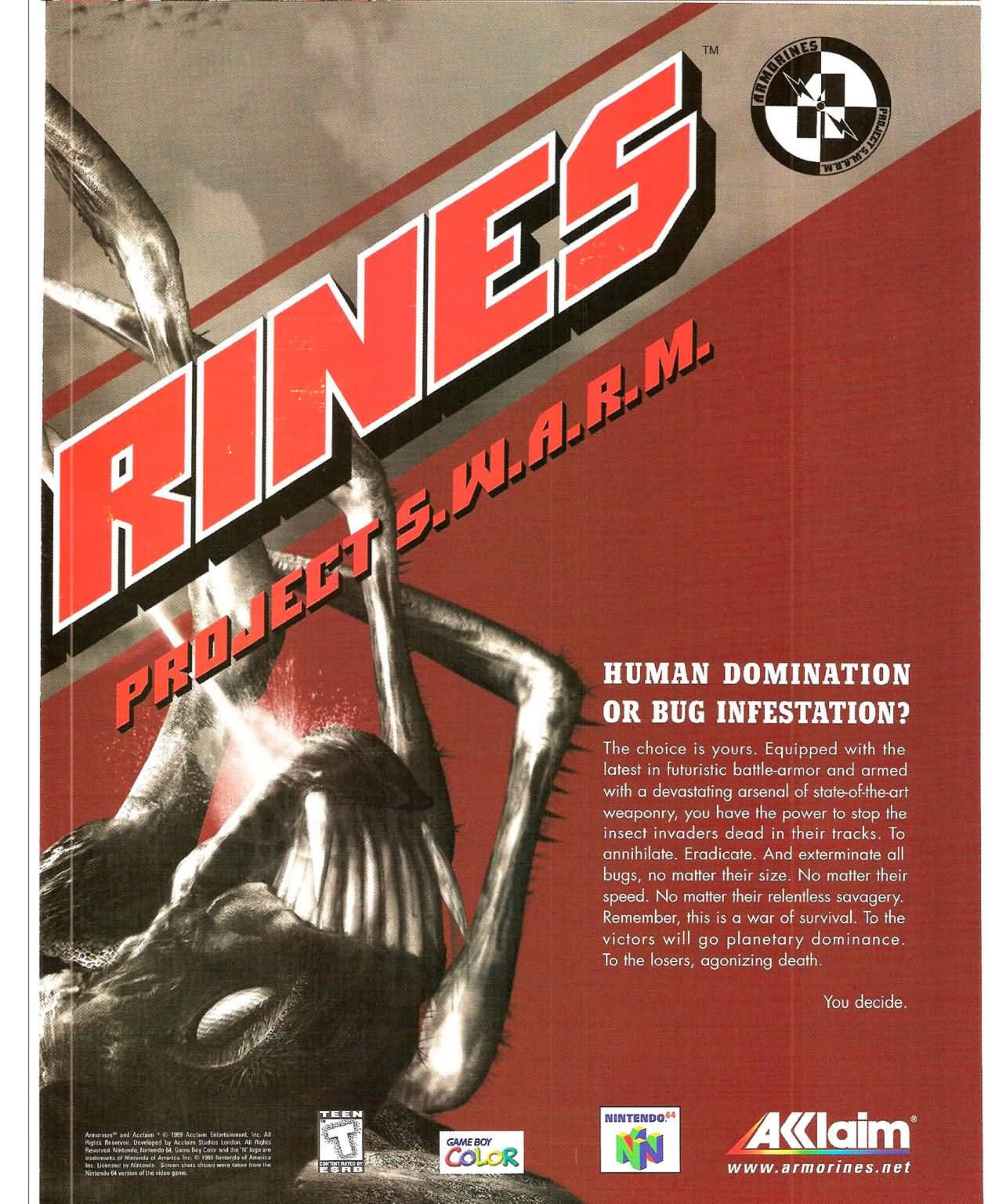
A: When you beat World 6 in Original Mode, you'll access this music maker. You can enter letters on the screen, then listen to the tune the letters create.

Q: Is the Minus World accessible?

A: Nope. You have to stay positive.


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TEEN
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GAME BOY COLOR
NINTENDO 64
Acclaim
www.armorines.net



THE CHALLENGES

TIME FOR TRIBALS

The Tribals need to be rescued and there's no time to waste! Save every last furry-faced friend in Goldwood as fast as you can, then snap a photo of your Tribals tally screen contained in your Pause Menu. The swiftest saves will win four Power Stamps and a spot in our hall of fame.

COME GET SOME

One of Duke's many catch phrases is "All hail the King, baby," but no one's going to bow down to you unless you prove you're worthy of donning the crown. Only the best will win Power Stamps from us—if you want to come get some, finish the level of your choice in record time with 100%.

A FINE LINE

The New Tetris is all about building the Wonders of the World. To be equally amazing as them, score as many lines as you can. Send us a photo of your high scores in Marathon, Sprint or Ultra. The top blockbusters will win Power Stamps and a place in Arena.

#1

JET FORCE GEMINI



#2

DUKE NUKEM: ZERO HOUR

#3



THE NEW TETRIS

NP SCOREBOARD

WCW/NWO REVENGE

Exhibition Tag Team Match High Scores (Vol. 114)

Karl Gosselin, Coquitlam, BC	227,375
Chad Gravenor, Salisbury, MD	46,125

Special Match Battle Royal High Scores (Vol. 114)

Mark Brann, St. Peters, MO	79,500
Chad Gravenor, Salisbury, MD	79,100

Special Match Handicap Match High Scores (Vol. 114)

Jim Barnocki, Toledo, OH	59,745
Chad Gravenor, Salisbury, MD	43,865

Exhibition Single Match High Scores (Vol. 114)

Karl Gosselin, Coquitlam, BC	476,500
Jessee Aurant, Broadtop, PA	43,000

Championship World Heavyweight High Scores (Vol. 114)

Chad Gravenor, Salisbury, MD	132,195
Sean Cenotto, Lakewood, WA	106,830

CRUIS'N WORLD

Best Times for Kenya (Vol. 115)

Jonathan Wood, Montclair, CA	0:48.53

Best Times for the Moon (Vol. 115)

Jonathan Wood, Montclair, CA	0:53.93

Best Times for China (Vol. 115)

Jonathan Wood, Montclair, CA	0:57.16

Best Times for Florida (Vol. 115)

Nicholas Borhi, Bayside, NY	0:53.46

WHO AM I?

Pokémon tend to be a bit camera shy, and in this snapshot, one of them managed to all but slip out of view. See if you can identify the mystery Pokémon, or just wait until next month when we reveal the answer.





GAME REBUS

Identify the images below to interpret the hieroglyphics and reveal the game-related answer in each equation. All of the answers are characters related to the same game, and that mystery game also happens to be the answer to rebus 4.





1. + + = ?



2. − T + − G + = ?








3. + + + − − L = ?










4. + − N + ÷ × = ?

POKéMON

Caught 150 Pokémon (Vol. 114)

Audrey Henrichs, McAlester, OK
Derek Hill, Westminster, CA
Zachary Hubert, Miami, FL
Daniel James, Trussville, AL
Patrick Jemison, Signal Mountain, TN
Craig Jensen, Fort Dodge, IA
Alex Kim, Alameda, CA
John Konwinski, Buffalo Grove, IL
Matt Krueger, Fridley, MN
Mike LaFleur, Brookfield, MA
Erik Ledeboer, Willmar, MN
Charlie Lee Jr., Bensenville, IL
Kim Leger, Krotz Springs, LA
D. Andrew Lorenzo, Hampton, VA
Dan McCain, La Vista, NE
Eric McCoy, North Falmouth, MA
Michael Metzelaar, Loveland, OH
Jonathan Mita, Honolulu, HI
Justin Moody, Piedmont, SC
Armondo Morales, Massapequa, NY
Andrew Mullen, Placerville, CA

DO YOU HAVE WHAT IT TAKES?

Send us challenge ideas or photos of your achievements for this month's Arena. If we use your suggestion or if you're a top qualifier, you'll receive Super Power Stamps and have your name featured in NP. For a complete list of qualifiers, surf to www.nintendo.com.

HOW TO BE PICTURE PERFECT

• Include your N64 or Super NES in the photo of your high score. • Dim the lights, then take a few photos without a flash. • If you're taking a photo of a Game Boy, place it on a flat surface. • Write your name, address and Member Number on the back of your photo. • The Arena challenges featured in this issue must be received no later than December 10, 1999.

E-mail us with challenges and suggestions at:
arena@nintendo.com
OR send entries to:
Power Player's Arena, P.O. BOX 97033
Redmond, WA 98073-9733

ANSWERS TO VOLUME 125

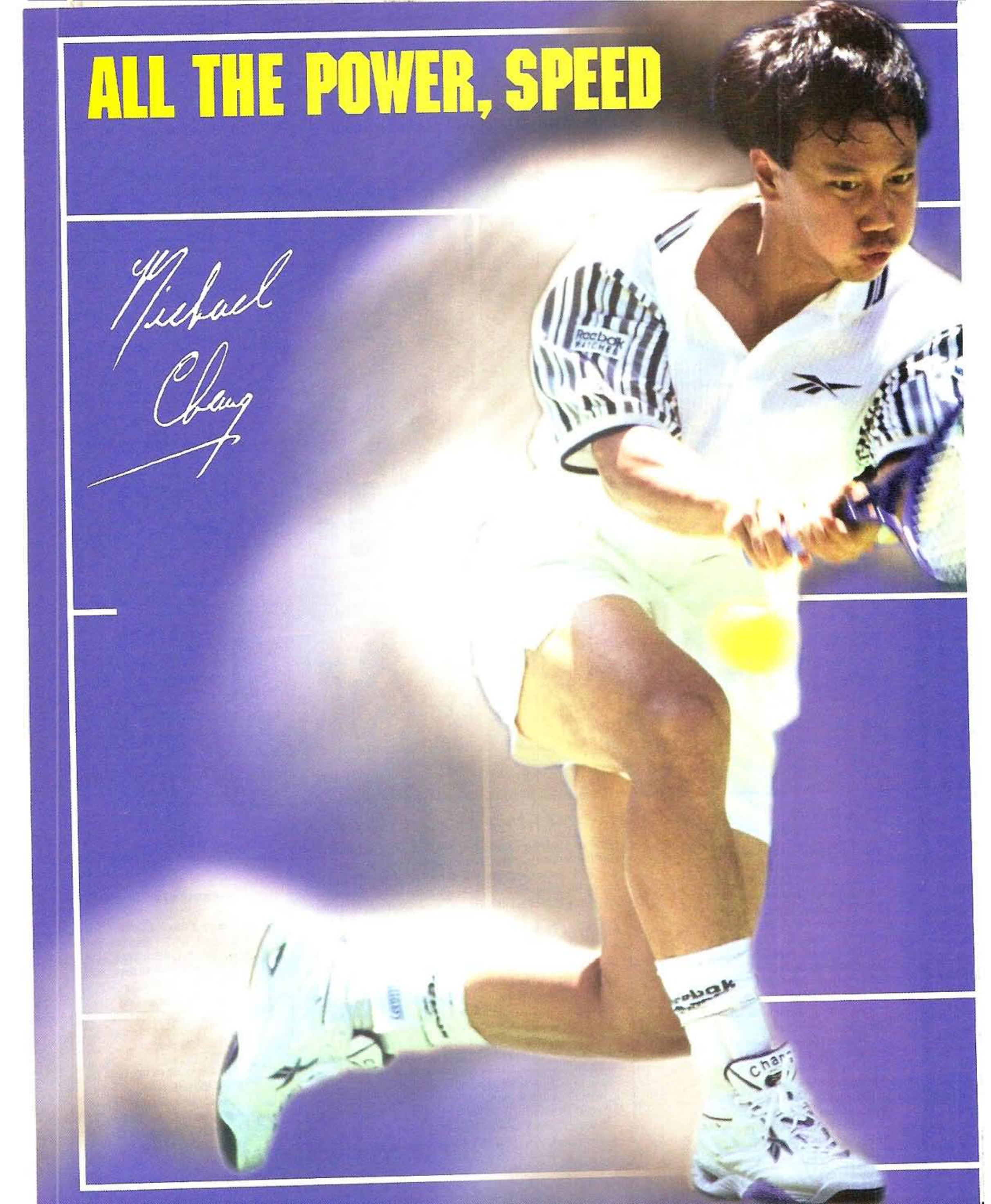
QUIZ

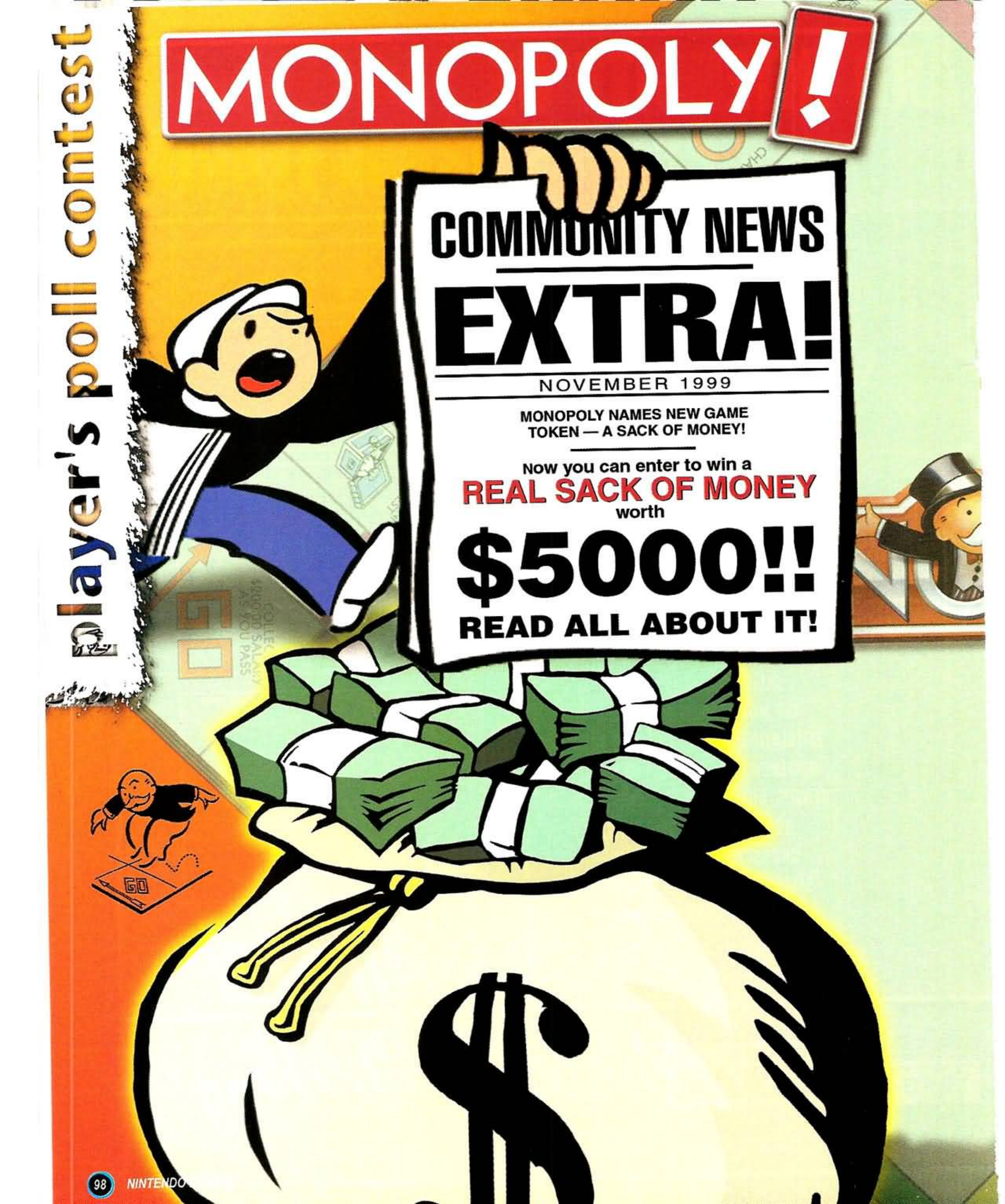
1. WWF 2. Dance 3. Dance 4. WWF 5. Bass 6. WWF 7. Bass 8. WWF 9. Dance 10. WWF 11. WWF 12. Dance 13. WWF 14. Bass 15. Bass 16. WWF 17. Dance 18. WWF 19. Bass 20. Bass 21. Dance 22. WWF 23. Dance 24. WWF 25. Bass 26. Dance 27. WWF 28. Bass

CORRECTION TO VOLUME 124

POKéMON CHAIN LINKS

Unless Starmie is spelled "Tstarmie" with a silent "T," question 5 should have read "Alphabetically, the second to last Pokémon."


ALL THE POWER, SPEED
Michael Chang
Reebok


player's poll contest
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COMMUNITY NEWS
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$5000!!
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YOUR VOTE COUNTS

YOU CAN'T WIN IF YOU DON'T SEND IT IN!

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Prizes: Grand Prize: One entrant will win $5,000 and a Monopoly Game Pak for the N64. Second Prizes: Five (5) entrants will each win a Monopoly Game Millennium Edition and a Monopoly Game Pak for the N64. ARV: $85.00. Third Prizes: Fifty (50) entrants will each win a Nintendo Power T-shirt, ARV: $20.00.
TAXES ARE WINNERS' SOLE RESPONSIBILITY. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor, their parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award.
By entering, you (and, if you are a minor, your parents or legal guardians) release NOA and its affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH claims, costs, injuries, losses, or damages SUFFERED BY YOU. Entrants agree to be bound by these Rules and NOA's decisions, which are final. NOA reserves the right to change these Rules and/or suspend or cancel the sweepstakes at any time if causes beyond NOA's control affect the administration of the sweepstakes or NOA otherwise becomes (in its sole discretion) incapable of running the sweepstakes as planned. Any provision of these Rules that is deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. All sweepstakes materials are copyright © 1998 by NOA.



Interplay's Earthworm Jim 3D combines action, adventure and puzzling challenges in the best Mario/Banjo tradition. It also has a couple of features that are rare in video games: a truly hilarious sense of humor and lots and lots of cows!





Jim's Lost His Marbles

There are lots of fun video games out there, but only a handful can claim to be funny, and Earthworm Jim 3D certainly fits that description. In this, Jim's first adventure for the N64, evil forces have taken over the Wriggly Wonder's mind and literally stolen his marbles. With the help of such characters as Peter Puppy, Colonel Pluckitt, Snot (a talking booger) and the Sacred Cow of Contemplation, Jim's superego must unlock his subconscious, recover his lost marbles and make the world safe for bovine kind.





Jim returns to the video game scene with his signature moves intact, including his head-whip attack and helicopter jump. He also has new weapons and a new move that involves, well, certain bodily functions.

The Brain



This is the central lobby for the entire game. As Jim, you must collect certain numbers of Golden Udders to open the different areas of your brain. To open the levels within each area, you must collect marbles. Peter Puppy will give you your first udder for free. When you save your game, you'll leave your current level and reappear here. Remember that when you save a game, leave a stage, or lose a life, all marbles will reset.





If you find 99 out of 100 marbles in a level and then are defeated, you'll still be credited with 99 marbles. To receive credit for all 100 marbles, however, you must collect the first 99 again, and not just the last one.

Brain Map Key

Udders Needed	Area
1	A Memory
13	B Happiness
27	C Fear
50	D Fantasy
N/A	E The Golden Cow
N/A	F Pete the Pup

Memory



To reach the Memory lobe of your brain, use the elevator marked "A" on the Brain map above. You'll appear in the lobby shown on the map to the right. Each lobe of your brain has three levels: two challenge levels, where you collect udders and marbles, and one boss level. To open each level, first collect the number of marbles shown in the chart below. Find as many marbles as you can in these early levels—the going is much tougher later.



Memory Levels

Marbles Needed	Level
None	Coop D'Etat
50	Barn to be Wild
100	Psycrow

Map Key

- A Back to the Brain
- B Coop D'Etat
- C Barn to be Wild
- D Psycrow
- E The Sacred Cow

Coop D'Etat

According to the Sacred Cow of Memory, the villainous Psycrow has invaded your mind and is forcing you to relive the terrible Farmyard War of '72. To heal the mental trauma, you must resolve the conflict between the cows and chickens. It's a tall order for someone only a few inches high, but you do have the home field advantage.

Level Objectives

1. Ground Floor Tutorial
2. Ramp to the First Floor
3. Roof of Coop

1 Snot Knows





Your faithful sidekick, Snot, is stationed at various points throughout the game. He'll give you tips on using your different abilities and advice for solving puzzles and moving past difficult obstacles.

2 Run, Little Hamster!





In the first room, shoot the crates to reveal the door to the second chamber. Though it's not the nicest thing to do, you must then whip the hamster (press bottom C) to open the door to the next part of the level.

3 Green Eggs & Slam





In the next area, Colonel Pluckitt will send you after his stolen briefs—not battle plans, but underwear. As you make your way up the ramps, jump up to grab the floating marbles and avoid the incoming explosive eggs.

4 Un-coop-erative





As you make your way upward, enter the chicken coops (at least one is hidden up on a ledge) to find hidden marbles. The guards' beaks can hurt you, but collecting a marble will restore some of your health.

5 Hyper Hedgehogs





In the hedgehogs' hideout, whip the vending machines to receive homing mushroom ammo. Defeat the hedgehogs (crouch to avoid their fire) to make three floor switches appear. Step on the switches to open the side rooms.

6 Yoh-de-lay-hee-hoo!





Shoot all the tan crates and climb up the green crates to enter the side chambers. Whip the hamsters to move Colonel Pluckitt's undies along the clothesline until they're near the edge of the center platform.

7 Chicken-napped





When you return downstairs, Sergeant Moo-silinni will give you a Golden Udder in exchange for the Colonel's Calvin Clucks. To help stop the arms race, Moo-silinni will ask you to destroy the bomb factory on the roof.

8 Cooking This Goose





Go through the back door in the hedgehog's lair to find the path to the roof. When you enter the factory, walk along the ledges to the right to find a hamster. Whip it to open the trapdoor beneath the robotic chicken.

Barn To Be Wild

The farmyard fracas will heat up as you search for the captured Colonel. You can complete the objectives in almost any order, but it may be easier to open the barn before you enter the fort. A word to the wise: Be sure to whip all the milk canisters and, in the Assault Course, walk along the walls to avoid being hurt by the quicksand.

Level Objectives

1. The Bay of Pigs
2. The Udder in the Barn
3. Peace Treaty Challenge
4. Prison Cell Challenge
5. The Assault Course
6. Chase the Udders

1 Secret Chicken





When the secret agent asks you to meet him near the windmill, turn around and go through the hole in the wall. This will lead you to the next area and the windmill. Follow the agent until he leads you to the cows' fort.

2 Peace Treaty





Inside the fort, collect the cleaver gun from the vending machine. Defeat all the guards, and then talk to Pluckitt through the bars of his cell. Take the peace treaty back to the agent to receive a Golden Udder.

3 Rescue Mission





Enter the compound again and walk past the prison. Use the new crate at the end of the path to hop onto the upper level. Make your way around the upper catwalk to the rope. Drop into Pluckitt's cell to set him free.

4 Push Their Buttons





Defeat the hedgehogs in this area to reveal secret switches. Shoot the switches to open the barn next to the cows' fort. There's an udder hidden inside. You can collect this prize before or after you rescue Pluckitt.

5 Balloon Trick





Once Pluckitt is free, a blue balloon will appear inside the fort, just above the gate. Grab the balloon to inflate your head. Collect the blue marbles before the timer runs out to add another udder to your collection.

6 Bay of Pigs





You can deal with the Bay of Pigs at any time, but you may want to save it for last. Shoot the pig balloons to reveal more marbles. An udder at the far end of the bay will be your reward for all of your hard work.

Psycrow



Psycrow has devised a truly twisted challenge. To win, you must collect all the marbles in the pig sty before he does. Psycrow is invincible, but you can use the homing missiles in the arena to make him drop his marbles. Unfortunately, Psycrow will be driving an armored hovercraft, while you'll be riding a motorized pig!





If you hog the missiles, Psycrow will have less ammo to fling your way. When he does shoot at you, jump or turn sharply to dodge. This would be a lot easier if your ride didn't handle like a—well, you know.

Happiness



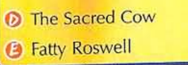
With Psycrow's defeat, you should have more than enough udders to enter the area of your brain that controls your feelings of happiness. Fatty Roswell, a renowned alien chef, has taken over this portion of your mind. He believes that the key to the ultimate burger lies somewhere in your wrinkled lobes. You must put an end to this culinary criminal before the Sacred Cow of Contemplation becomes his next victim!

Happiness Levels

Marbles Needed	Level
150	Lord of the Fries
200	Are You Hungry Tonite?
250	Fatty Roswell

Map Key

- (A) Back to the Brain
- (B) Lord of the Fries
- (C) Are You Hungry Tonite?
- (D) The Sacred Cow
- (E) Fatty Roswell





Lord of the Fries

The galactic gourmet intends to make King Gherkin a prime ingredient in his ultimate burger. You must battle your way through the pickle kingdom to find the switches that will release Gherkin from his own prison. Long falls can hurt you, so be careful on the higher platforms and ledges, and use the camera to find the best views.

Level Objectives

1. Free King Gherkin
2. Complete the Balloon Challenge
3. Complete the Potato Challenge

1 Speak to Gherkin





From the entrance, cross the lava to the right to find Gherkin's prison. You can shoot the lava fish, but if you leave an area, they'll regenerate when you return. Speaking to Gherkin will force Roswell into action.

2 Stun and Whip





Roswell's robots won't take any orders from you, fast food or otherwise. To destroy them, first shoot them with your blaster and then whip them. Some robots will leave behind key cards that will open the security doors.

3 Green Switches





Once you make it through the first security door, climb the moving platforms to the right and step on the switch at the top. Use your super jump (hold B then press A) to reach the marbles above the platforms.

4 New Path





The switch will release the first set of bars holding Gherkin and open a path through the lava below. Climb the tower in the lava lake to find an udder, then defeat two waves of guards to receive another card key.

5 Slip and Slide




In the next area, slide down the line and drop onto the platform in the middle of the lava to reach the next switch. The switch will activate the guards, so if you need a health boost, collect marbles first.

6 Swelled Head




In the next area, you'll find another balloon challenge, like the one in Barn to Be Wild. You may want to defeat the lava fish before you take flight, since it may try to attack you while you're collecting balloons.

7 Warehouse




After the balloon challenge, defeat the robots and enter the cave. Destroy all the guards and the regular crates. Jump into the crate in the corner, which can't be destroyed, to warp to the lair of the Spiritual Hot-Sauce.

8 Potato Picker




The Spiritual Hot-Sauce will give you a new weapon and a new mission. To fulfill your destiny as Lord of the Fries and release another Golden Udder, you must shoot all the Holy Potatoes of Truth around the level.

Are You Hungry Tonite?

Freeing Gherkin will only make Roswell more determined to create his dream meal. In this level, you'll encounter even more of Roswell's masked chefs. They'll use their shields to reflect your shots back at you, but if you time things correctly, you can catch them off guard. Just remember to crouch between shots to avoid their crossfire.

Level Objectives

1. Unlock the Elevator
2. Clean the Kitchens
3. Free the King

1 Secret Entrance




The first thing you'll see in this level is a locked door. Search the corners of the room for a half-hidden passage. When you land in the cell below, shoot the green button across the way to turn off the laser beams.

2 Shield Yourself




In the large chamber down the hall, defeat the masked chefs as quickly as you can. If possible, defeat this guard and then use his little glass room to protect yourself. Be sure to shoot the switches on the walls, too.

3 What Goes Around.




In the next chamber, don't shoot the switch with the black and yellow stripes around it right away—this will rotate the bridge away from you. Defeat all the chefs you can see before jumping to the central platform.

4 One By One




You must defeat several waves of chefs to clear the room. Shoot the striped switch to rotate the platform to reach the different alcoves. Shoot the normal switches to turn off the rest of the lasers blocking the elevator.

5 Elevate Yourself




With the elevator at your beck and call, it won't be long before Roswell is cooking in his own juices. Whip the Up button to go to the first floor. After you collect the Golden Udder, head down to floor B1.

6 Hot Pot




To open the glass door to each kitchen, you must shoot the pans hanging on the walls until they're glowing hot. This will require some tricky bank shots, and all the pans must be hit within a few seconds of each other.

7 Dead Eye




In the last kitchen, stand near the left edge of the window and shoot the second pan from the right. Try to make your shots bounce off the left-most and rightmost pans. As that is happening, shoot the remaining pan.

8 Excuse You!



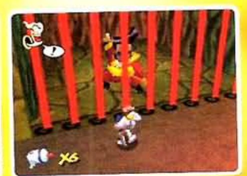

Floor B2 is a maze of towering platforms and thin girders. To jump from platform to platform, you'll need the, uh, boost that can come only from beans. After you grab a can, you'll have a short countdown before liftoff.

9 High Jump




To jump even higher, wait for a split second after the countdown reaches one, and then perform a super jump. If you time it correctly, the bean boost will kick in at the top of your jump, giving you even more range.

10 Long Jump

You'll have to make this final jump unassisted. Try to get as much of a running start as you can and use your helicopter move. Just remember that The King, Roswell's rock-and-rollin' prisoner, is counting on you!



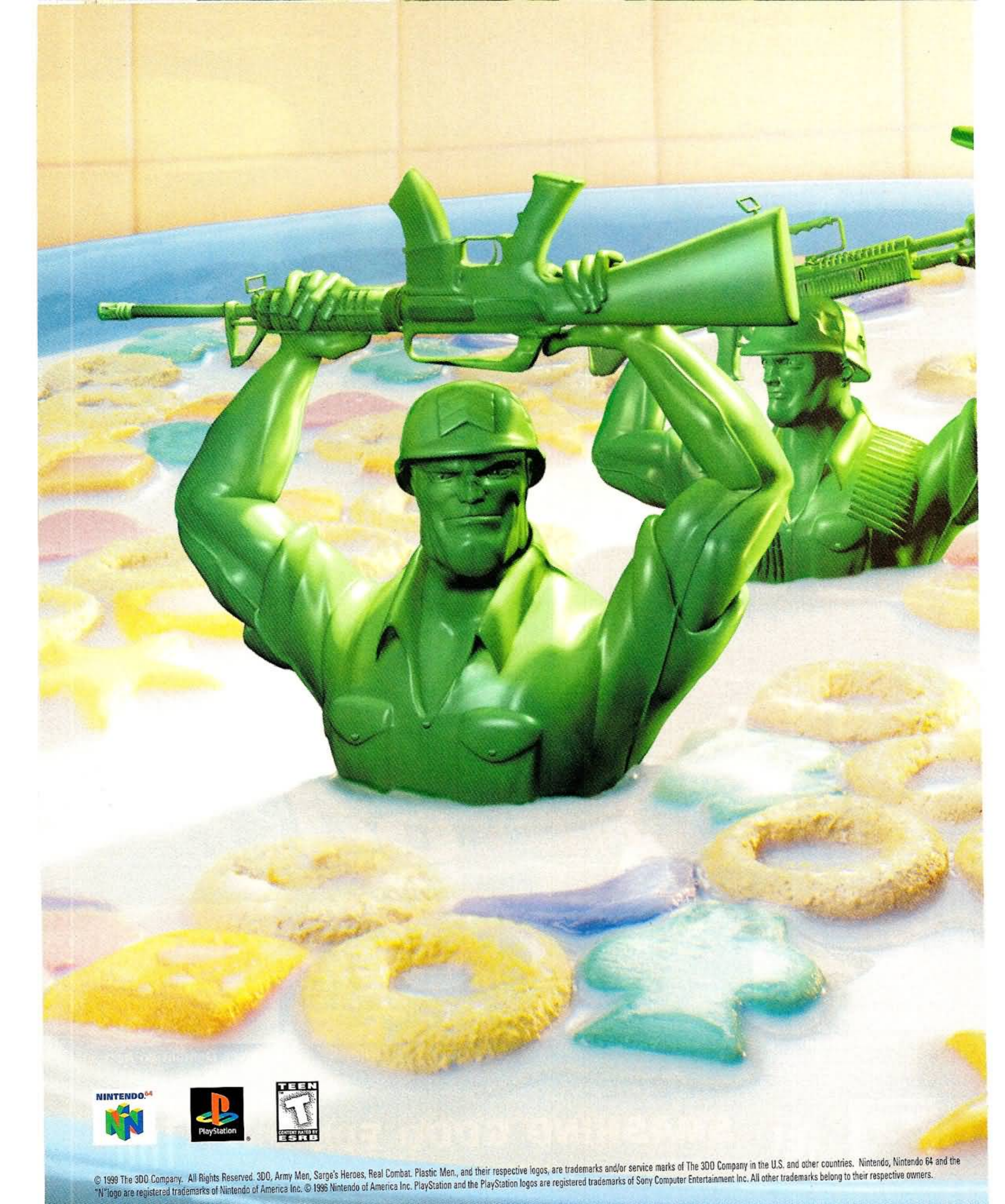
Fatty Roswell



The showdown with Fatty Roswell will be a repeat of your battle with Psycrow, only this time, your opponent will have his own supply of ammo. Even if you grab all the missiles, Roswell will be able to shoot you with his catsup cannon.




Once again, you'll be stuck riding a motorized pig, while Roswell will have the most technologically advanced appliances at his disposal. As Jim himself says, however, "don't underestimate the power of the pork!"


NINTENDO64
PlayStation
TEEN
T
CONTENT RATED BY
ESRB

BATTLETANX™ GLOBAL ASSAULT

The tanx are back for an encore performance of heavy metal thunder in this explosive return to the post-apocalyptic battlefield. We'll help you make your destruction count.



FIRE WHEN READY

The 3DO Co. has upped the ante since the original BattleTanx with cooler vehicles, more weapons and better control. You'll need the extra firepower as you rumble through the major cities of the western world, searching for the telekinetic son of Griffin Spade and his wife, Madison. He's stuck in involuntary daycare with Cassandra, an evil Queenlord bent on global domination. She hopes to harness the mystical force known as the Edge to destroy her enemies, but when you boil it down, this game is really about blowing up anything in your way. With a multitude of multiplayer modes—the main selling point of the original BattleTanx—you can blow up your friends' tanks, too.



NP: HOW IT RATES

Animated violence is how the ESRB describes this T-rated game. The objects taking all the hits, of course, are machines and buildings. No human figures are ever shown in battle.

MODES

Aside from the single-player Campaign Mode, BTGA is mostly a series of variations on Capture the Flag and Tag. In this case, of course, "tagging" opponents means pumping 50mm shells into their tanks until they smolder. You can visit any of the cities in the Campaign and play as any of the gangs. Most of the tanks found in Campaign are available in Multiplayer.

Multiplayer

Blasting your way through the Campaign is fun but not quite as satisfying as pummeling the guy across the room with guided missiles and plasma bolts. Most of the multiplayer modes emphasize firepower and finesse over deep thought, so get those fast-twitch reflexes ready.



Battlelord

The enemy's Queenlords are tucked away in a heavily guarded base. Scoop up all of them and get them to your base before your opponents do the same to you. It pays to go on offense, but don't spend too long finishing off enemy tanks—you need to get the Queenlords.



Hold 'Em

This frenetic multiplayer mode demands that you rescue your Queenlord from the center of the battle area, get her to base and protect her for 30 seconds. With four players fighting over the prize, it may take a while for anyone to get to base.



Tank Wars

So much carnage, so little time—three minutes to be exact. Whoever destroys the most tanks in that time wins. The always important power-ups are even more important in this mode. Stock up on swarmers and guided missiles, then fire them as fast as you can.



Deathmatch

The first player to score ten victories wins, creating an all-out firefight. As in most of the multiplayer games, power-ups are essential to victory. Go mobile fast and collect some weapons before engaging the enemy. The computer, in particular, will eat you alive if you go in unprepared.



Frenzy

Queenlords are scattered hither and yon, and you want to be the first to collect 10 of them. You can either outrun your opponents or deny them a victory through firepower, but don't forget to keep collecting Queenlords as you go. Check your radar for the women's whereabouts.



Family Mode

It's Deathmatch, déjà vu. You still have to score ten victories to win—but your last power-up is always your main weapon. You need to be careful what you grab in the middle of a firefight—mines may not do you a lot of good if enemies are shooting at you.



Convoy



In this—the most strategically difficult—mode, you must either protect or attack a slowly moving convoy. The defending player actually must go on offense to win—chasing down and attacking the marauders so they can't eat away at your armored transports.



Campaign



The world may be barely worth saving now that nukes have devastated the landscape, but you're willing to give it the old college try. As Griffin Spade, you're out to stop the evil Cassandra from tapping into a destructive force known as the Edge. The source of this power: your son, Brandon.

San Francisco

Armored invaders are attacking the airport. You and three other tank commanders must fight them off or Cassandra will sneak away with Brandon. The terrain is wide open and the enemies are weak, but watch out for explosive tanker trucks.

Open Your Eyes



Grab the radar power-up. Your map will come alive with enemy locations. You can track enemy positions on your main screen by using the color-coded markers—they help avoid friendly fire incidents from long distances.

Spoils of Victory



It pays to finish off your enemies, because there's a star power-up lurking under every burning heap of metal. Stars are loaded with health and ammo that you'll probably need after a battle. They disappear after a few seconds, so grab them quickly.

San Francisco Breakout

Cassandra's evil powers have turned your own people against you, leaving escape as your only option. A tunnel leads to your waiting transport ship, but don't assume you're safe underground—high-caliber surprises lurk around every corner.

More Enemies



This level starts the obvious trend of more and better-armed enemies on each progressive level. Take out the initial enemies quickly or they'll start ganging up on you.

Demolition Crew

You're leaving anyway. Why not level a few buildings on your way out? You'll find plenty of power-up goodies inside, but it's also fun just watching the implosion effect.

Troubled Waters



If you sit still for long, you'll likely take a few hits from enemy ships out in the bay. A couple of long-distance shots will send them to Davy Jones's locker for good.

Safe Harbor



Barricades block access to your ship, so take the subway instead. Make quick work of the would-be ambushers in the tunnel and near the exit, then zip to the next level.

Truck Stop

Some grungy armored outlaws known as the Skull Riders have taken over a truck stop in Arizona. The Skulls may be in league with Cassandra and need to be stamped out. Attack their camp and subdue them while avoiding turret fire and counterattacks.

Outlaw Outlets



Skull Riders are pouring like locusts out of four generator buildings at the truck stop. One shot into each of them will stem the flow of pesky Moto-Tanks. Finish off the mobile rocket launcher, then move on.

A Little Boost



Want to get somewhere in a hurry? Cue your turbo power-up to blast down the road and through obstacles at rocket speed. Plan your trip, though—steering can be tough.

Look Both Ways



You'll have to cross some busy train tracks a few times to get to the generators. The trains move fairly slowly, but they're deadly if they hit you—or somebody behind you.

Texas Slave Fortress

Cassandra's minions have kidnapped people to use as guinea pigs in her experiments with the Edge. They're squirreled away in a heavily fortified—and well-armed—base in the Lone Star State. Fight your way through withering fire to rescue them.

Mobile Shields



Slip between two freight trains and use them as cover from the unrelenting turret fire. Don't depend on them too much. You'll have to run the gauntlet to finish the level.

Emancipation



Your radar will show you the prisoner's locations with white crosshairs. They usually aren't alone. Plan to move fast or put up a fight—or both—if you want to get to them.

Force Field



Shield power-ups are extremely valuable on this level, as you're always taking fire from somewhere. Take advantage of them to clear out turrets guarding the prisoners.

Volatile Targets



Missile silos, gas tanks and tanker trucks blow up with a pretty blue shockwave, which is great if there are enemies anywhere near them, and bad if you're near them.

Drive In

A big, Midwestern drive-in theater complex is the scene of more human experiments. Until the projectors are destroyed, area gangs will be controlled by Cassandra's mind-control movies. Give her cinematic debut a devastating two thumbs down.

Hit the Gas

The drive-in has plenty of strategically-placed gas tanks for taking out multiple enemies at once. The projectors are your targets, so don't waste time on the Moto-Tanks.

Stem the Flow



You'll have no shortage of enemies until you destroy the generator buildings away from the projector areas. Give yourself a break. Hit them before moving on.

Turn Out the Lights



Bounce some plasma bolts into the projector area to clear out some defenders, then head for the projector with grenades. Don't aim for the roof or they'll bounce to the other side. Instead, hit the gap between the wall and the building.

DC Mall

Cassandra has left data disks at strategic locations throughout the capital. These disks contain critical information about her operation. Roar through the Mall in your new Rattler tank, get the data, then get out fast.

Disk Drive



All you need to do is grab three disks. It sounds easy, but the generator buildings are indestructible this time and a mine field separates you from one of the disks.

Easy Pickings



Look for the rows of parked Moto-Tanks, then blast through them to get the radar. Once you can locate the disks, collecting them is a snap—follow the white crosshairs.

Beam Me Up



If you find yourself in a crossfire, it's good to have a teleporter power-up handy. You'll get sucked into another dimension and dropped off at a random location.

Grab and Go



There's no point in hanging around after you get the disks—only bad things can happen. Follow the blue circle on your radar. It'll lead you to your escape ship.

White House

Pennsylvania Avenue is rotten with tanks from Cassandra's Shadow Ops bodyguards. Since the evil Queenlord has just kidnapped your son, you're not in a charitable mood. Destroy them all, including the Annihilator-class Goliath tank hidden on the battlefield.

Generous Generators



Finding and destroying the generators quickly—they're hidden behind walls—is the key to this level. If you take your time, you'll face many waves of Shadow Ops armor.

Building Blasting Boxes



There are lots of tank bucks and potent power-ups to be had in the buildings around the White House, but there isn't much time. Target the metal explosive boxes stacked up beside the buildings, then keep your distance. They'll come down like houses of cards.

Vanishing Act



Excuse yourself from the battle for a while with a cloaking power-up. Your brief disappearance will give you time to find the generators and end the fiery free-for-all.

House of Parliament

Old England isn't so jolly now that Cassandra has moved her malignant operations to Europe. Tear up London looking for the Iron Maidens, a local gang of armor-clad Amazons that can help you end the Queenlord's reign of terror once and for all.

Radar Navigation



The Houses of Parliament block your view of much of the battlefield, so radar is more important than in earlier levels. You'll have to blast a path through the buildings.

Down Under



There's an Iron Maiden hidden in one of the underground tunnels. Blast through locked doors down there to find access to areas that are closed on the surface.

Annoyance Afloat



Take a moment to sink those ships that hammer you from the water. They won't stop firing until you destroy them, and you need to keep your eye on Crimson Guard tanks.

Chopping Wood



The hardest Maiden to reach is hidden in the trees right beside your forces on the dock. Knock down some buildings to find the tunnel entrance that will get you to her.

Will There Be Justice?

Get ready to invade continental Europe as you chase Cassandra and your son through Paris and Berlin then back to San Francisco for a final, climactic showdown. Along the way, you'll be awarded plenty of sleek new hardware to help you in your mission—like the speedy, but unruly, Hovertank. The forces of evil will be buried under your tread prints.

Eiffel Tower

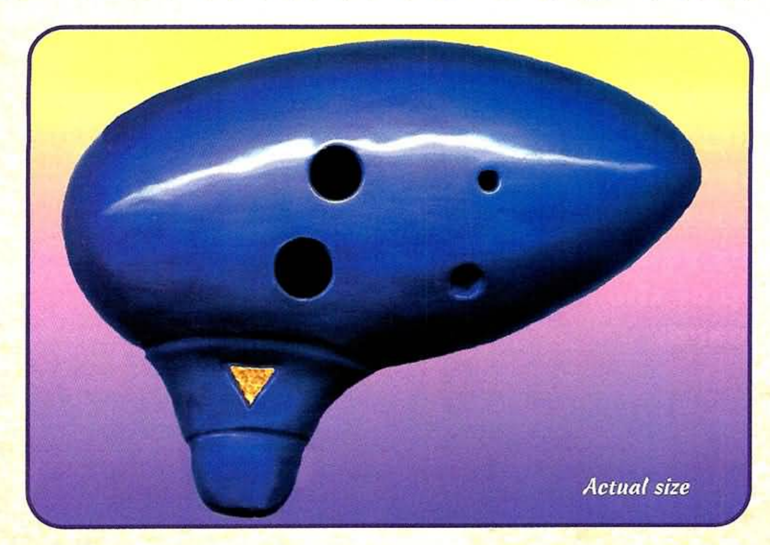


Berlin

Alcatraz



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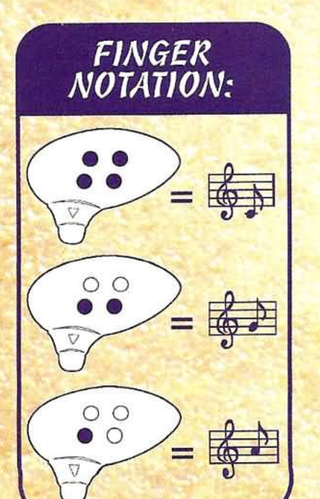


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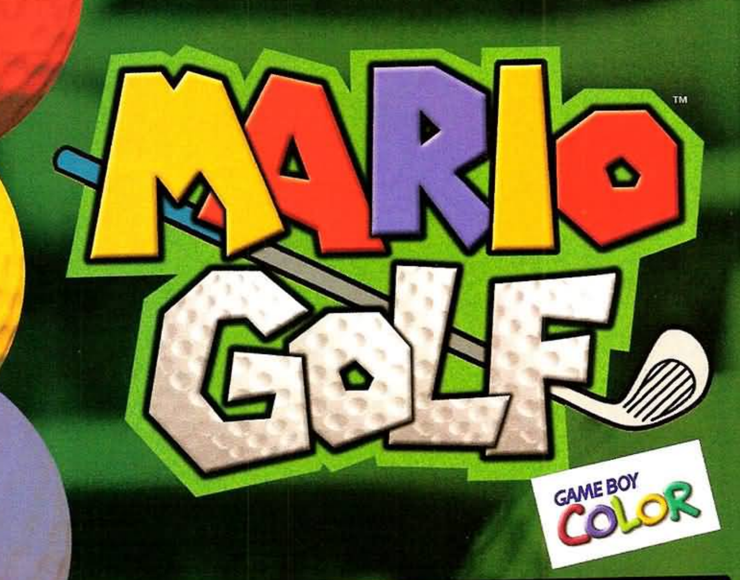


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Follow Mario's cleatprints through this addictive new golf outing for Game Boy Color. Your birdies may carry you to the top of the leader board.















Step Up to the Tee with Mario

Mario's reputation looms large over the four country clubs in this game, but there's room at the top for another master. The 18-hole courses will test every aspect of your game and teach you a thing or two in the process. If you keep your ears open and practice, you'll knock down the club champs one by one.

Know Your Duff from a Dogleg

Golf has its own special lingo, and the rules aren't always obvious. Luckily, Mario Golf puts the info at your fingertips before your first drive. Be sure to ask around at the Caddie Master's office. The other golfers will happily share what they know.

Other golfers will give you the goods in the form of handy glossaries and lists. The game also provides a complete dictionary that you can access in the options menu.

Golfers Aren't Born Great—They Need Experience

Characters come to the game with skill sets that could use some improvement. By racking up experience points, you can enhance different elements of your game. Virtually any activity you complete in the game will reward you with points, so don't think those practice rounds are a waste of time.





Experience points vary based on the difficulty of the task and your level of success in completing it. As your point total rises, your level rating will also go up. Every time you jump a level, you can choose to increase your strength in one skill factor, like drive distance or shot height.

New to the Club

You can choose to play as one of four duffers who take on characteristics as you tackle new courses. With a little work, their skills will improve—and so will their reputations.

Azalea





AGE: 17
INITIAL DRIVE: 204 YARDS
INITIAL SHOT: FADE

Joe





AGE: 18
INITIAL DRIVE: 205 YARDS
INITIAL SHOT: DRAW

Kid





AGE: 10
INITIAL DRIVE: 202 YARDS
INITIAL SHOT: DRAW

Sherry



AGE: 12
INITIAL DRIVE: 200 YARDS
INITIAL SHOT: STRAIGHT

Mario **Luigi** **Wario???**







Anyone you ask at the Marion clubhouse will tell you Mario is the best golfer in town. Luigi and a "secret" character are not far behind.



Practice Rounds

A nice, relaxing round on your own is a good way to learn the courses, try new techniques and beef up your skills for the real deal.



Match Play

Go up against the club champs in single-hole, winner-takes-all matchups. The first player to win nine holes gets bragging rights.



Tournaments

There always seems to be a full-blown tournament going on at the clubs, and—if you qualify—you're welcome in a foursome.



Field Games

Several one-hole challenges await you in the woods between the country clubs. They can be more difficult than the actual courses.

Lessons/Games

Plenty of helpful instructors hang out on the driving ranges and practice greens. Good students are rewarded with experience points.





The Marion Club: Woods Without a Tiger



This club, with its forgiving greens and straightforward fairways, gives you a gentle introduction to the sport. If you stick with standard club selection and hit close to the mark on contact, you should eventually get through the Marion well below par.



Champion: Putts





It's unclear how Putts ever rose to his lofty position, but it will be perfectly obvious how he'll lose it. Beat him in the tournament and match game, then watch him steam.

Meet and Greet in the Clubhouse





People in the Marion Clubhouse have one thing on their minds—improving their golf games—and they're pleased to share their obsession with you. Some are more helpful than others, pointing out important features of the club or handing out tips that will help you get through the course.

Putting: 20 points



Everybody on the green has advice for you, but one player has a challenge. When he dares you to beat his putting record, make him eat his words. If you take your time and read the direction arrows on the green, you'll rack up 20 more experience points.

The Palm Club: Tropical Breezes, Tough Lies





You'll have a tougher time making par at the Palm Club without picking up some pointers from more experienced players. The scenic palms that dot the lush landscape don't seem so pretty when they're blocking your approach shot, and the gentle breezes can send your ball out of bounds.

Champion: Grace



Grace had a sophisticated upbringing as a golfer, and it shows. She plays a smarter game than Putts, using restraint on her approach shots when necessary. Use all the techniques you've learned, or she may have an easy time with you.



Shot Lessons



Lesson 1: 25 points

Fight the headwind by using a club with greater distance, then blast your shot to the green.



Lesson 2: 25 points

Learn to hook and slice your way around obstructions. Add some spin to your swing with the control pad.

Putting: 25 points



Once again, your putting ability is called into question on the practice green. It's a tougher read than last time, but you should be able to sink them all.

Explosive Approach



Lesson 1: 25 points

Don't stick you head in the sand. "Explode" your way out of the bunker with your sand wedge.

Lesson 2: 25 points

This short approach looks deceptively easy, but the steep grade requires excellent control.

Hole 15 - Par 3



To beat Grace in the Palm Club tournament, you'll have to drive the ball into good putting position on short holes like 15. Use your new approach strategies.

Your Home on the Range

Lesson 1: 20 points

Driving with control is important on short holes. The first instructor will help you select clubs and read the wind to find the green.

Lesson 2: 20 points

On other holes, power makes all the difference. Load up your driver with everything you've got and launch a cruise missile down the fairway.



Approach with Confidence

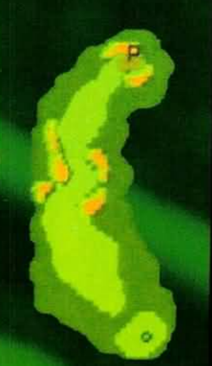
Lesson 1: 25 points

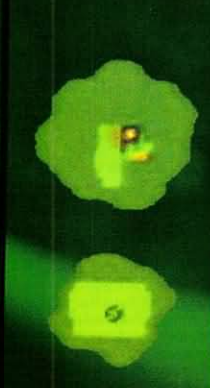
When the green is unobstructed, rolling the ball with an overpowered iron can net better results for approach shots.

Lesson 2: 25 points

When obstructions abound, a wedge is the way to go. Pop the ball into the air and let it roll to the hole.







The Marion Club contains garden variety holes that introduce you to the common layouts, like the par-5 dogleg and the short par 3 over an out-of-bounds area. You'll see variations on the same themes throughout the other courses.

The Dune Club: Heat Stroke Penalties





The Dune Club is as arid as the Palm Club is lush, and with the desert come sand traps—a lot of them. If you don't play these holes perfectly, you'll find yourself fighting out of a bunker or two. Pay attention to the lessons or you'll get one bad lie after another.

Champion: Tiny

There's nothing subtle about Tiny's strategy—he's all about pushing his drives as far as they'll go. His power game is useful in getting over suspect terrain, but nobody can drive it to the green on a par 5 hole. Use your superior control to beat him on approach shots.



Rescue Your Shot



Lesson 1: 45 points

The green is nestled into some bunkers. Pulling your drive will let you thread the needle and hit near the pin.



Lesson 2: 45 points

Find the player who's trapped in the trees. She'll show you a method for getting back on the fairway.



Putting: 45 points

You know the drill: nail your putts to get experience points. Just like the actual greens on the Dune course, the practice green is tougher than before.

Approach from Below

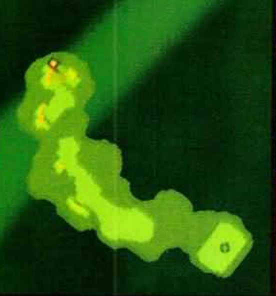


Lesson 1: 45 points

Getting from the fairway to a steeply graded green means powering up and learning to roll with it.

Lesson 2: 45 points

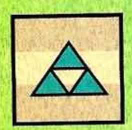
Put the ball in the air with your sand wedge to clear the bunker and make the short roll to the pin.



Many of the holes at the Dune Club leave little room for error. Hole 5 has a narrow island of fairway to hit between the tee and the hole.



The Links Club: Sand, Sea and Semi-Rough



Strewn with sandtraps and shrubbery, the Links Club will force you to draw upon all the skills and techniques you've picked up throughout the game. Watch out for that strong breeze coming off the nearby sea, or you'll be swatting through the heath to get back on the fairway.





Champion: Gene Yuss



This snap-brimmed showoff backs up his boasting with brilliant play and few mistakes. If you want to compete, you'll have to take some chances. Shooting par will not cut it against this self-styled "greatest of the great."



Hole 4 - Par 4: Like other Links holes, there is little open space to shoot for on your drive—it's a good place for a power shot to get beyond the heath. Go long on the downsloping green for your approach.

Hole 18 - Par 4: It's over the river and through the heath on the last hole of the toughest course in the game. The green is crowned with bunkers, so emphasize placement rather than distance.

Field Challenges

Keep your clubs handy when traveling between tournaments. The roadside attractions can be just as challenging as the bona fide courses. A good performance on each will yield a quick payoff in experience points.



Windy Valley Hole

Repeat to yourself: "The wind is my friend. The wind is my friend." You'll need to be best buds if you want to keep hitting the small target around the pin.



Tiny-Tots Grounds

Somebody has left a mess of golf balls strewn about the grounds. If you can help out and quickly get them into the target area, there's a reward in it for you.



Mini-Mini Lake Course

This would be a nice little water hazard if it weren't for the golf course right in the middle of it. Watch your swing, or your shots will be sleeping with the fishes.

A Walk with the Woods

It's a short walk—no cart necessary—to some of the best golfing this side of Pebble Beach. As you gain experience, you may start discovering some places along the path that you once overlooked.

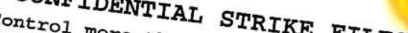


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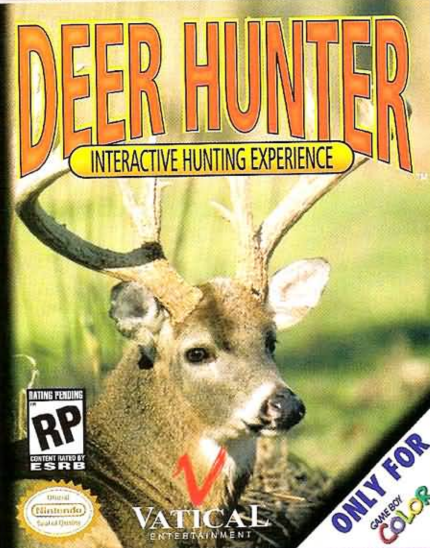


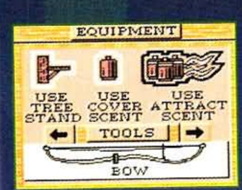


FEATURES

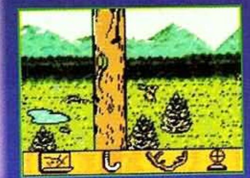
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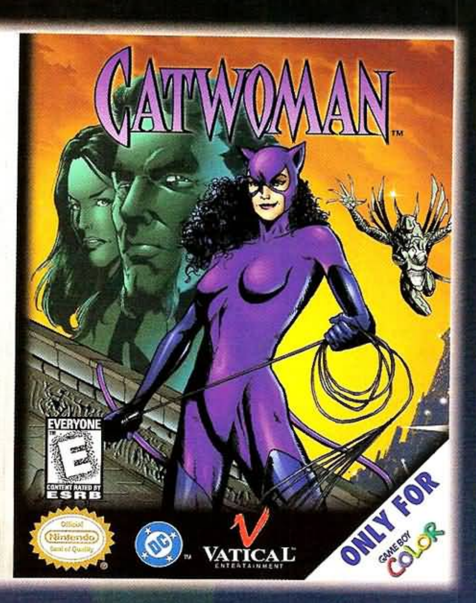


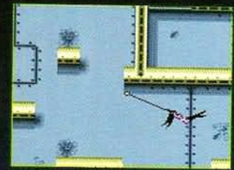


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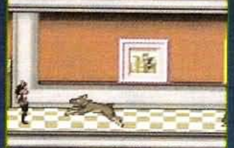
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- *Game design rewards covert strategy instead of mindless punching and kicking.*

Just In Time For The Holidays!















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Survival Kids

In Konami's latest adventure, one savvy ten-year-old is stranded on a deserted island, left to explore dangerous regions and battle deadly elements in hopes of staying alive. Now pick up your Game Boy Color, assume the role of the lost child, and use all of your wits to become a Survival Kid.

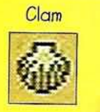
Some birthday! This is certainly not the way you want to celebrate, with your father's boat being tossed around in a raging storm. And when you regain consciousness after being washed ashore, you find yourself alone on an uninhabited island. Uninhabited by humans, that is. There's one curious monkey and lots of other creatures, some that you'll need to eat to survive. It's a good thing that your dad gave you that hunting knife for your birthday. You'll have to be a pretty grown-up ten-year-old, because you're going to have to hunt for food, build helpful tools and search for places to sleep. Leave no stone unturned as you travel down every possible path, because you never know what object may come in handy. Rely on your instincts, creativity and smarts. That's a lot to ask of a kid, but you're about to grow up—fast.

FIGHT FOR SURVIVAL

Survival Kids is a unique role-playing experience. Unlike most RPGs, you don't interact with characters or advance along a predetermined path. You are free to roam as you investigate every object and explore every corner while keeping an eye on your health. Your goal is to survive and find a way to be rescued. Only you can determine your fate.

Objects of Desire

Clam



Canteen



House



Stick

Tree Bark

Hut

Flex Tree

Feather



Ivy



Big Stick



Big Leaf



Fish Gut



Rock



Pointy Rock

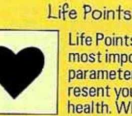


Dried Leaf



Here's to Your Health

Life Points



Life Points are the most important parameter—they represent your overall health. When you run out, the game is over.

Water Points

The harder you work in the sun, the thirstier you'll become. Keep plenty of water on hand, or you'll suffer from dehydration.

Hunger Points



When you run out of Hunger Points, your Life Points will slowly start to decrease. Go hunt for food as quickly as possible.

Fatigue Points

You won't live for very long without plenty of sleep. When your Fatigue Points are high, find shelter and get some shut-eye.

Food Supply

Nuts

Good food is hard to come by, so be sure to gather nuts whenever possible. They're always safe to eat but not very filling.

Fruits



Satisfy two cravings at once by gobbling some fruit. The juice can help quench your thirst, and the fruit is never poisonous.

Herbs



There's no doctor on call, so you want to stay healthy. When you're feeling under the weather, use herbs as medicine.

Mushrooms

You will encounter plenty of mushrooms, but be cautious. There are several poisonous types, so eat 'shrooms only when desperate.

SHIPWRECK!

What a mess! When your father, a well-known adventurer, treated you to a pleasure cruise for your tenth birthday, he didn't expect to run in to a perilous storm. And when he gave you a special explorer's knife as a birthday present, little did he know that his gift would become essential to your very survival.

Smooth Sailing



With your father—an expert explorer and traveler—as captain of the boat, you knew you were in good hands. He often passed his knowledge on to you, making you an astute skipper. But you never imagined being without him.

The Storm Hits



That night, as you tried to sleep, an enormous storm rolled across the sky, creating waves that crashed into the ship and flooded the deck, knocking you into the sea. The next morning, you were all alone.

Opening Beach

You wake up on a beach. Now what? The opening scene is a good opportunity to familiarize yourself with the game. Inspect every object on the screen—you'll be surprised at what you might find. The beach contains items that will assist you on your journey.

Move Rock

Nab the Sack



Your knapsack, which contains items vital for survival, is buried under a sand dune. Search around the beach until you uncover it.

Slash Away



Once you recover the items in your bag, equip yourself with the knife. You will use it to slash the brush and create various paths.

Do the Can-Can



Remember, you can suffer from dehydration without enough water. Grab the canteen on the right side of the beach and keep it filled.

Sticks 'n' Stones



The small stick in the upper-right corner of the beach is an invaluable tool. You will use it to create fires and helpful weapons.

Jungle Zone

In the jungle, you'll perform basic tasks, such as hunting animals, building fires and constructing tools. Not exactly typical activity for a child, but this is not a typical day, and you're not a typical kid.



Bird's Feather



Don't ignore the feather to the left of the hut. It may not seem important, but you will eventually combine it with other objects to create an arrow.

Tree Bark



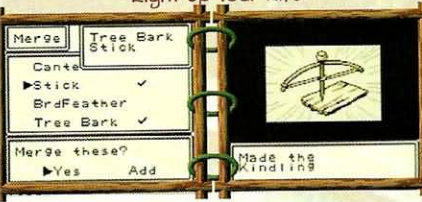
The tree bark is one of the most crucial objects to collect. It will help you start fires, which you can use to cook meals or scare away animals.

Bedtime



The hut is where you can get some rest, so remember where it's located. As day turns to night, you'll become tired and you'll need to sleep.

Light Up Your Life



By merging the tree bark and the stick, you can make kindling, which will start fires. Without the kindling, you won't be able to cook or create flames to scare away creatures.

Hunt and Cook



Once you catch an animal, use the open space in front of the hut to cook the meat. You won't be allowed to start fires inside the hut or near trees.

Lumberjack



Once you find a piece of iron, combine it with the stick to create an axe. Use it to cut thick trees into lumber for future purposes.

Onward and Upward



A large rock blocks the path at the top of the jungle. To move it, you must get the big stick in the swamp, which is north of the Southeastern Beach.

The Maze

That curious monkey that appears on occasion is about to become a major pain. He'll lead you on a wild chase, but in the end, you'll want to thank him. As you track down the thieving monkey, be sure to collect specific items that will help you survive.

Monkey Business



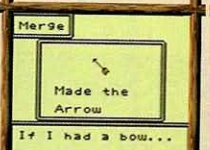
The monkey will swipe your sack and run away, taking your valuables with him.

Gotcha!



Travel up, right, down and left to find the monkey and recover your sack.

Make an Arrow



By merging a sharp rock, a feather and a stick, you will make an arrow.

Sweet Sugar



Be sure to collect the sap from the pine where the monkey was hiding.

Torch Bearer



The sap can be combined with a stick to make a torch to use in the cave.

River of Blessings

The river really is a blessing. You'll soon find that the island does not have enough food to keep you satisfied, so turn to the river, which is filled with fish. You can also drink the water when you're thirsty.

Bend and Flex



Collect the long, elastic ivy next to the river and combine it with a flexible tree branch to make a bow for your arrow.

Thirst Quencher



The river supplies plenty of clean water to drink. Fill your canteen for taking excursions or gulp right from the stream.

Fish Food



You can't survive by nibbling on fruits and berries, and hunting takes energy. Make a fishing pole and catch some dinner.

Southeastern Beach

Once you make the long trek down to the beach, you'll find a hut where you can spend the night. While you're there, feast on clams, and gather other important items. The beach also leads to the mysterious swamp.

Just Visiting



The hut on the Southeastern Beach is a good place to store items or sleep when darkness creeps up on you without warning.

Clambake



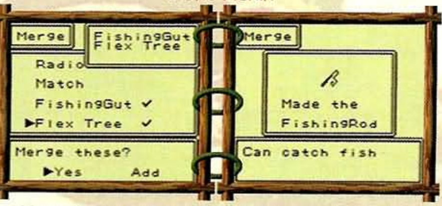
For a quick snack, head to the beach and grill up some clams. They should hold you over until you find time to hunt or fish.

Fish Guts



Someone must have been here before, because there's a fishhook sitting on the beach. You will need it to make a fishing rod.

Gone Fishin'



After collecting the fish gut from the beach, combine it with the flexible tree branch to make a fishing rod. If you're not much of a fisherman, you can resort to throwing rocks.

Mysterious Swamp

This swamp is mysterious because you can't seem to get anywhere in it. There are several different paths to explore, but you won't reach any of them until you've built your raft on the beach. The lilies will take you in a circle.

The Big Stick



Remember all those large rocks blocking certain pathways? The big stick in the swamp will help you push the boulders and clear any trail. How are you managing to carry all this stuff around, anyway?

Lily Ride



Stepping on the lilies will send you scooting across the water, but you won't have any control over your destination. You might as well stop on the island to pick up some mushrooms.



Base of Mountain

Your adventure is about to get even more dangerous. After moving past the boulder at the top of the jungle, you will discover a cave. If you can escape the attacking creatures and make it out alive, you'll be closer to your rescue.

Find Part of Axe

Find Battery

Move Rock

Cave Man



The cave is completely dark, so to see your way around, you'll need to get out the kindling and light your torch.

Danger



You should make sure your health is strong before entering the cave and dealing with deadly snakes, scorpions and bats.

Chop, Chop



The only way to advance is to cut your way through the bigger trees by making an axe from a piece of iron and a stick in the caves.

Phone Home



Radio broadcasts will let you know if rescuers are on their way. Get the batteries from the broken radio and use them in your own.

Inviting Waterfalls

Take a rest in the hut just north of the caves before moving on to explore the Inviting Waterfalls. Always keep an ear on your radio for any news concerning the search for you, and be prepared to get back to the beach to signal the rescuers.

Move Rock

Protection



The hard rain on the island can knock off your life points. Find the umbrella leaf in the northeast corner of the waterfalls to shield yourself from the downpour.

Pack Up



Don't forget to bring necessary items with you through the caves. For example, you'll need the big stick to move a boulder once you get to the Inviting Waterfalls.

RESCUED!

There are several different endings to the game. Listen to your radio to find out if the rescuers are flying overhead or if they've called off the search. In one scenario, you'll need to signal the searchers. Otherwise, you'll be building a raft, and if you have enough energy, you could float to yet another island!

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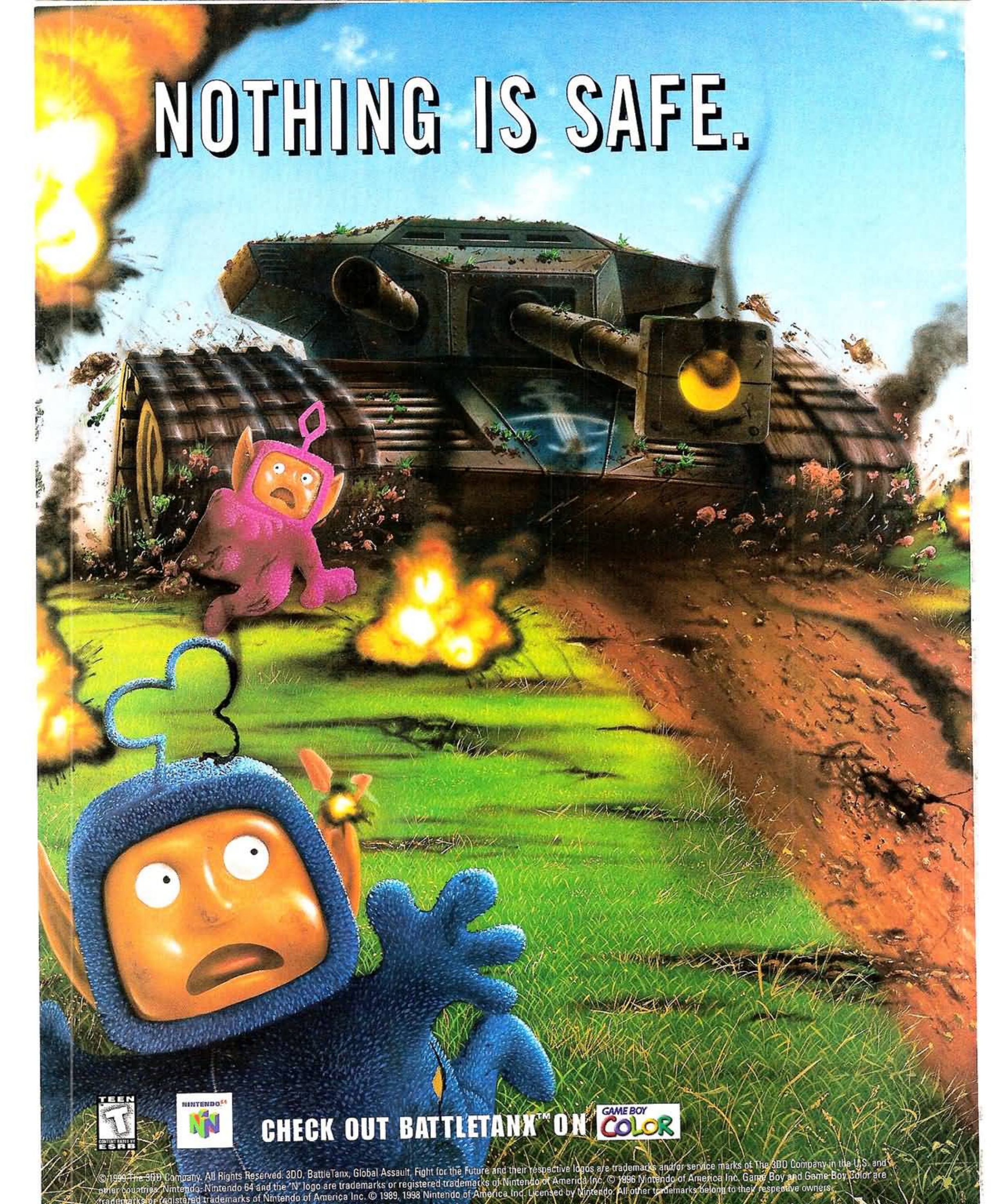
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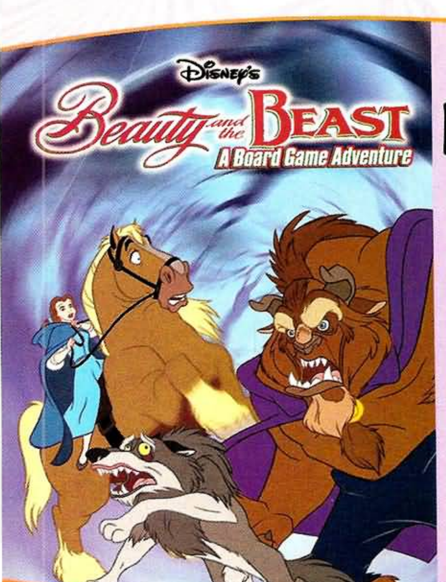

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A Groovy Gallery

By the 1960s, color TV replaced black-and-white boob tubes to become *the* marvy rage, and, three decades later, Game Boy Color has likewise superseded its monochromatic parent to be just as fab. It seems an 8-bit renaissance is underway as games aplenty for GB Color only or for both Game Boys are shimmying into the limelight. To cover as many of them as possible, we're premiering a groovy recurring feature that will get you switched on to Game Boy with some quick tips for the latest of the handheld Paks.



Beauty on Board





Fans of Mario Party may soon be shuffling shindigs to crash Disney Interactive's on-target stab at the board game genre. Starring characters from the feature-length cartoon, the game's beauty isn't only skin (or screen) deep, since the heart of the game is equally appealing with a story-driven scenario, multiple game boards and a diversity of engaging minigames.



Belles and Whistles

If you think Disney's Beauty and the Beast is too froufrou a license, check your ego at the castle gates. Don't let the Harlequin Romance-feel get in the way of fun, which is what B&B delivers in a variety of ways.



Story Game

As the Story goes, you take turns with Gaston rolling the die to reach the end of the game board. If Gaston finishes first, he'll run the Beast out of town, so you must boost the point value of your die rolls by winning the minigames.



Board Game

To play against any combination of one to three human or CPU opponents, choose the Board Game option, which is the multiplayer mode that allows you to play on any of the special boards you've unlocked.



Practice Mode

In Practice Mode, you can perfect your technique for any of the nine minigames detailed below. When you win all nine on a particular difficulty level, you'll unlock a new game board, such as the Garden Board.



Challenge Mode

Since no mess-ups are allowed, the high scores in Challenge Mode are based on your longest winning streak. All minigames, with the exception of Matching Doors, are available for high-score playing.

Minigames

Depending on where you land, you could play a minigame. The Mrs. Potts, Poochy, Chip and Lumiere games give you one chance to win, while all others allow two flubs before they disqualify you.



Belle's Ride

Galloping Philippe into uninviting woods, Belle must steer her steed past bats, wolves and traps. Push Right while leaping to perform a long jump, and tap Left to slow down if you need more time to position yourself.



Beast's Battle

As the Beast, fend off wolves by ducking, jumping or punching. Arrows indicate the direction incoming wolves are heading, so tap Down to duck high arrows, Up to dodge low arrows and Left or Right to punch waist-high arrows.



Crazy Chopper

Catch the logs on the spring cart and bounce them to the right side of the screen. As more logs pour out of the contraption, play with a juggler's mindset, shuffling back and forth to intercept all logs and keep them airborne.



Mrs. Potts' Peril

Hop up the shelves to reach the flames that have escaped from the oven. Use one squirt to snuff small flames, two to put out medium ones, and three to extinguish large fires. After five squirts, tap A by a water pump to refill.



Le Fou's Gallery

In the shooting gallery, three misses end the game. Never shoot bombs and always shoot the clocks for extra time. Shoot all targets in Round 1, blast only blue targets in Round 2, and hit only bull's-eyes in Round 3.



Poochy Paw Prints

Each piece of furniture that Poochy hops onto corresponds to a direction on the Control Pad (eg.: Down equals the table). To clean up after Poochy, mimic its pattern by pushing the Control Pad in the appropriate direction.



Where's Chip?

In a variation of the shell game, Chip the teacup hides among look-alike cups. Focus on Chip as he blends into the cup lineup, then identify his mug after the cups have finished shuffling. Find him three times in a row to win.



Lumiere's Leaks

Prevent a flood by positioning Lumiere the candelabra beneath the falling drops. Catch the water on any of his three candles, but avoid intercepting too many consecutive drips on the same votive or you'll permanently snuff it.



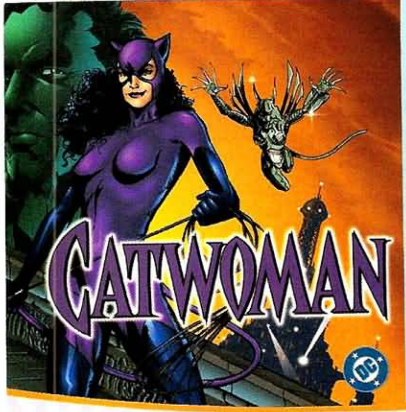
Matching Doors

In the concentration game, you're allowed to mismatch no more than two picture pairs. Since all six pairs' whereabouts are briefly revealed at the get-go, memorize as many pairs as possible or focus on key panels, like corners.

Bonus Game

Stars randomly appear in the minigames (like the one shown in the Belle's Ride screen shot on page 132). If you grab three during Story Mode, you'll play a round of the bonus game, Gaston's Spittoons, in which you use a power meter as a gauge to launch a spit wad into the star-emblazoned spittoon.





Hello, Kitty!

DC Comics' premier cat burglar has set her sights on stealing a crystal skull from Gotham City Museum, but she's not the only one who wants to get her paws on it. Mobsters also find the artifact to be the cat's meow, so the fearsome feline must rely on a surprisingly wide variety of catfighting moves and, more importantly, stealth as she slinks through Kemco's sidescroller.



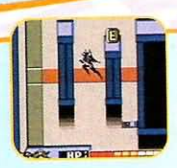
Cat Power

You'll need some alley-cat street smarts to avoid the thugs who want to catch you by the tail, so Kemco has programmed Catwoman with feline prowess and over a dozen special moves to keep the action purring.



Whip Smart

While moving sideways, tap the A Button followed by Up on the Control Pad to crack Catwoman's whip. By lashing it out at ceilings, you can latch on to the rafters and swing across gaps, past traps and over enemies.



Clawing up Walls

Cats were born to climb. To prove Catwoman's birthright, work your way up vertical passageways by facing one of the walls. Tap the Control Pad toward a wall and hit A to ascend the passage.



Catfight!

To accommodate Catwoman's cheetahlike reflexes, the game features ultraresponsive controls. Execute one of her swift offensive moves by combining a Control Pad tap (experiment with diagonals, too) with a button press.



Purrfect Protection

Instead of pausing the game, hit the Start Button when Catwoman's suited up in the Cat Armor to fire her lasers. To pause the game, hit Select instead—the password for your current level will appear amid the ceased action.

On the Prowl

Like the number of lives a cat has (and the number of segments on your Health Meter), Catwoman sports nine sizable levels, taking you from the Gotham city limits to the forest hideout of Ra.



Gotham City Museum

Breaking into the museum, Catwoman must evade night watchmen, guard dogs and security lasers. Timing is everything in this level, and to land on your feet, leap to ledges when guards or floor lasers are clear from your path.



Skyscraper Roof

The second level of the game is a forced-scrolling area where you must constantly stay on the move. If you fall too far behind and hit the edge of the screen, you'll lose one health bar as Cyber Cat escapes your clutches.



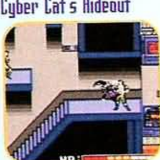
Ruined Factory/Hideout

In an attempt to swipe the crystal skull from Cyber Cat, Catwoman infiltrates her feline foe's hideout. The thugs are more mobile and abundant, but by stationing yourself atop computer terminals, you can stay out of their reach.

Sewer



Cyber Cat's Hideout



Forest



Old Mansion



Control Center



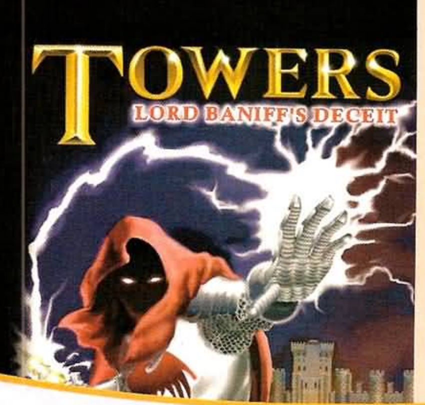
Escape From Ra's



Practice Stealth

Catwoman emphasizes stealth, and by being more elusive than a Cheshire, you can give enemies the slip and escape the assaults of booby traps and automated guards. To hide, press and hold Up so Catwoman will sprawl against a wall in the background.





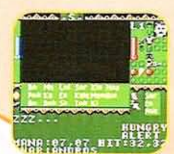
A Real-time RPG

A throwback to the home computer RPGs of the '80s, Towers: Lord Baniff's Deceit is a mix of spell management, character development and 3-D tunnel roaming. The twist is that it's a "real-time" RPG, so your character's health and energy aren't determined on a move-by-move basis but, rather, on a second-by-second one with the game remaining in flux, even if you're standing still.



RPG Wizardry

In the first of a series of planned real-time RPGs to be released under the Towers banner, an apprentice wizard searches for the missing Lord Baniff who has disappeared within the beast-ridden depths of a tower.



Running in Real Time

As the seconds tick by as you play, time will take its toll on your character, causing him to grow more hungry and less alert. And since the game runs in real-time, monsters will continue to hunt you down even as you sleep.



First-Person Perspective

Since the enemies are always on the go, the first-person perspective adds a sense of suspense to the game. Unlike other Game Boy RPGs, which usually display overhead views, Towers has surprises lurking around the corners.



Casting Spells

More Harry Potter than Merlin, your amateur wizard must mix and match spellcasting words to conjure up magic. And since the game's in real-time and battles aren't turn-based, you'll have to figure out spells in a jiffy.

Get Connected

With two Game Boy Colors, two Towers Game Paks and a Game Link Cable, you and a partner can hook up and simultaneously explore the tower in a cooperative quest across the game's dozen-plus medieval levels. But if one member bites it, the game is over.



Touring the Tower

Towers sprawls across 15 levels and offers even more stats and items to micromanage. With such complexities, you'll have to master your basic adventuring skills.



You Are Here

The dungeons tend to look alike, so consult your map often to orient yourself and prevent careless meandering. Access your map by hitting Select, then place the cursor arrow over the parallelogram-shaped scroll and tap A.



Keeping Your Bearings

The first-person perspective makes it easy to lose your orientation in the mazes. To keep your bearings and avoid spinning yourself around, sidestep when battling roving enemies by pressing and holding Start as you walk.



You Lookin' At Me?

Hit enemies only when they are facing you, since you'll miss if they are turned to the side. If the tables are turned and you're on the defensive, your Strength and Dexterity will affect how well you withstand the attack.



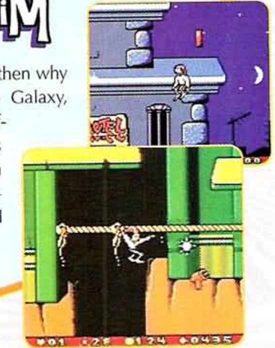
Eating and Sleeping

Taking a snooze is one of the best ways to regain health, but you won't be able to drift off if you're hungry. Your appetite will grow the more you walk and the more you wait, so tend to your growling stomach to stay fit.



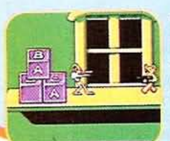
A New Can of Jim

If he can't be the brightest star in the galaxy, then why not be a menace to it? In Menace 2 the Galaxy, Earthworm Jim returns in classic form: fun, offbeat, slimy and a little gangly to boot. In his long trek through sidescrolling land, worm wranglers must gather well over 100 collectibles while wielding wacky weaponry and exploring branching intralevel routes.



Ways of the Worm

Other than cows, collecting items has always been the emphasis of EWJ. To avoid becoming fishbait, exercise these tips pronto. And don't wait until the cows come home.



Tokens from Enemies

To exit a level, you must pick up a minimum number of collectible tokens. For a big payoff, blast enemies. Some are invincible, but those you manage to destroy will turn into special tokens worth five regular tokens.



Watch Out for Wormholes

Wise men say only fools rush in, and while Jim qualifies (as a fool, not a wise man), it doesn't mean you should be hasty. Falling into pits and holes, like those in the Laboratory, will spell doom for Jim, so watch your step.



Back Where You Belong

When an enemy or falling hazard hits Jim, it will knock him back a few steps. In some cases, a few paces backward could mean plunging off a cliff. To avoid losing ground, plan your attacks before wandering away from a ledge.

Collect Them All

With enough tokens, you can activate the blue teleporter to enter a new level. The exit toll is far below the max number of tokens in an area, but if you're strapped, remember that the most overlooked tokens are the fivers you earn by blasting enemies.



Worlds and Weapons

Even with his wide and strange array of weaponry and items, Jim will have trouble collecting tokens to unlock new levels. If the worm expires, you'll lose all tokens and restart the level.



Sci-Fi

The Sci-Fi and Laboratory levels are the first available areas for exploration. Since Sci-Fi is considerably easier to manage and navigate than the Lab, launch into the space level to get a feel for the game.



Laboratory

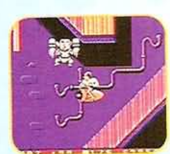
The Laboratory is a vertical level. Descend stairs and activate elevator switches to move farther along. To return to the top, enter warp doors that may send you back up or into new regions altogether.



Graveyard

Though freshly dug cemetery plots and rotting corpses seem like the usual hangouts for worms, Jim knows he's in grave danger. To stay among the living, he should also know that it takes a few blasts to take out a skeleton.

...PLUS 9 More Stages



Pocket Rocket

For a quick flight across the level, hop onto the bullet-shaped Pocket Rocket. Once aboard, you can nab remote tokens. When its meter empties, the rocket will disappear, so find a safe spot to hover over.



Plasma Blaster

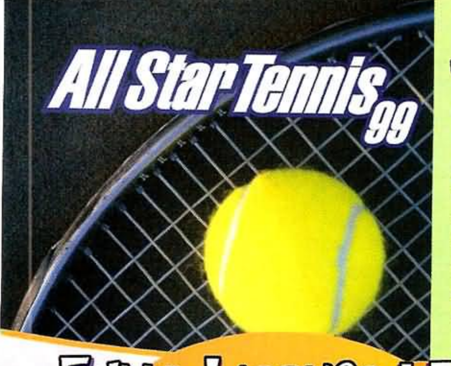
Located throughout the levels are special weapons. To bolster your firepower, find the Plasma Blaster. While it carries limited ammo, its blasts pack more punch, and it's a quick way to turn enemies into tokens.



Snot, the Glob of Goo

Bless this sneeze byproduct! If you pick Jim's bouncy, boogery pal, Snot, it'll provide a brief, cushiony ride, enabling you to spring past danger. Snot isn't invincible, though, so dodge obstacles and traps.





Tennis, Anyone?



Miniskirts but no go-go boots? Now that's altogether *ungroovy*, but GB a-Go-Go will let it go-go this time, considering this is a tennis game and sneakers are more sensible. And just like sneakers, Ubi Soft's All-Star Tennis is a sensible choice for sports fans who'll have a smashing time volleying the ball against some very aggressive, licensed pros.



Fully Licensed Fun

While All-Star courts fantasy game play with its extreme arcade options, the game also serves up a realistic side by sporting eight tennis superstars from real life.

Jana Novotna
Mark Philippoussis
Michael Chang
Conchita Martinez
Richard Krajicek
Amanda Coetzer
Jonas Bjorkman
Gustavo Kuerten



Special Moves

Like a tennis ball, the game's sound is a bit fuzzy, but at least the special moves are sharp. By enabling Special Moves in the Options Menu, players can pound out shots—like bionic-powered smashes—without warning.



Bomb Tennis

Bomb Tennis plants a short-fused explosive wherever the ball lands. Since the blast will knock nearby players off their feet, lock your competitor into the blast zone by repeatedly lobbing the ball into the same spot.



The Monster Mash

If you build it, they will come. And then they'll jump all over it, tear it down and eat the people inside. Rampage 2, in true GB a-Go-Go style, harkens back to that '60s era when all drive-in flicks were about oversized monsters trampling bustling cities. In this version, two players can link up for cooperative or competitive building bashing.



Creature Features

Bulging with more monsters of mass destruction and more buildings to raze, Rampage 2 takes you across the galaxy with some twists not seen in the original.



Universal Tour

Your tour of duty is on a larger scale this time around. To survive your travels, make sure the items you grab are safe, jump off buildings before they crumble and destroy the pesky tanks that patrol the sidewalks.



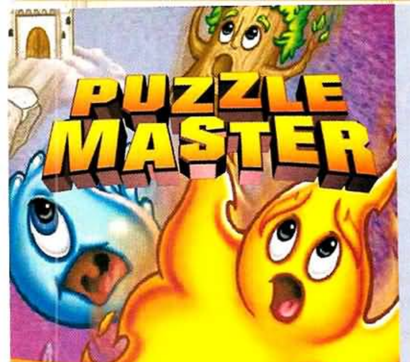
Rescue Missions

At first, only the new characters, Boris, Curtis and Ruby, are available for use. By stomping through your global and galactic itinerary, you'll eventually unlock the game's original characters, like George of the jungle.

Dine & Destroy

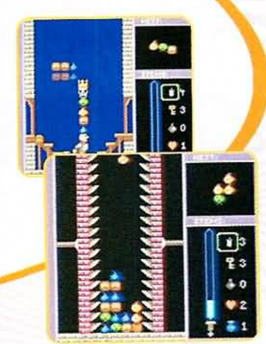
You are what you eat, so it seems monstrosities shouldn't have to worry about what they munch, but that's not the case. Items like toilets aren't the healthiest treats, so don't punch an item unless you're willing to eat it.





Beyond Tetris

Similar to Tetris, Puzzle Master rains down puzzle pieces that you must arrange so they won't pile up to the top of the screen. But unlike Tetris, Puzzle Master drops blocks in clumps, and the rearranging takes place in interactive arenas where secret passages lead to new game boards and resident monsters unload even more blocks onto your parade.



With a Twist

Grouping together at least three like blocks will obliterate them from the arena, but Puzzle Master is also about *how* you clear the blocks and *where* you clear them from.



Inventory Items

By destroying blocks, you'll energize your Power Sword, which, when fully charged, will unlock the next level. To power the sword faster (or even access hidden puzzles), use items in your inventory like keys, bombs and daggers.



Multiple Objectives

The blocks represent elements, so place them accordingly, such as dropping flame blocks onto candles or keys into gateways. Proper placement of blocks or items will help you reach monsters, new puzzle boards or a faster finish.



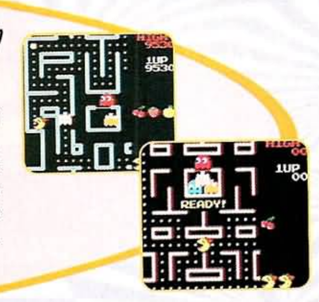
Passwords

Passwords like "KING" and "FAIRY" will unlock new puzzle quests, and by winning Challenge Mode where the blocks fall faster the closer you get to powering your sword, you'll win cheat passwords like "BOMBS" and "KEYS."



Ghosts & Gobblin'

A true individual, Ms. Pac-Man boasts the body of a pie chart and the appetite of a garbage disposal. She's also a true arcade classic, who's stood the test of time after debuting in every pizza parlor worth its pepperoni in the '80s. Faithfully translated to GB Color, Ms. P. offers the same arcade experience, minus the anchovies.



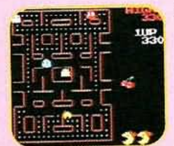
à La Arcade

The game sounds, looks and plays like the arcade version, so the original patterns and techniques for pellet munching will work on the new portable version.



Ghostbusting

The key to surviving Ms. Pac-Man is knowing how the ghosts behave. You can easily stay out of their path if you remember that the ghosts rarely reverse direction (except immediately after you've chomped a Power Pellet).

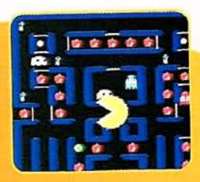


Two Ways to Maze-Gaze

Normally, the game appears in a pan-and-scan mode, where you see only your immediate surroundings instead of the entire maze at once. To play a full-screen game, tap Left or Right while selecting One Player or Two Players.

Super Pac-Man

One of the lesser-known Pac-Man spin-offs is also included in the game. As Super Pac-Man, munch keys to open maze sections and gobble the green dots to supersize yourself into a ghost-proof Pac-Man who requires no keys to enter locked areas.



10x

100x

1000x

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NINTENDO 64

ROCKET: ROBOT ON WHEELS

A new face blasts onto the N64 scene.

GRAPHICS: Rocket: Robot on Wheels, formerly known as Sprocket, boasts rich 3-D graphics in eight very different worlds that range from a carnival stage to a stage filled with food. The animation is particularly realistic with a game engine that produces the motion and interaction of real physics in real-time.

PLAY CONTROL: Players controlling the main character, Rocket, will find a wealth of moves throughout the game. All of the moves feel intuitive and smooth.

GAME DESIGN: Players take on a wide variety of platform challenges, but some of the challenges have a distinct puzzle element.

SATISFACTION: Anyone who liked Banjo-Kazooie will enjoy Rocket. This is a classy game that shouldn't be missed.

SOUND: The production values of the music and sound effects are excellent.

COMMENTS: Scott— *After Donkey Kong 64, Rocket is the best platform game I've seen all year.* Andy—*It's similar to Banjo-Kazooie—it's well done and fun.* Nate—*The real boon is the physics engine. You could wander around for hours just playing with stuff because it acts like things in the real world.* Kyle—*Quick changes in camera angles can leave you motion sick.*



- Ubi Soft/96 Megabits
- 1 player
- Rumble Pak compatible
- 3 save files on Game Pak
- 8 worlds

OVERALL RATING 8.4

GRAPHICS 8.8
PLAY CONTROL 8.2
GAME DESIGN 8.8
SAT. 8.4
SOUND 7.4



HOW IT RATES

Although the ESRB hadn't reported in by press time, we fully expect Rocket to get an E rating. There's very little suggestion of violence in the game apart from some robot-on-robot fighting.



NINTENDO POWER STAFF SCORES

8.9 → Kyle
8.8 → Nate
8.5 → Scott
8.2 → Andy
7.9 → Sonja

NINTENDO 64

HARVEST MOON 64





OVERALL 8.2 RATING

Farming has never been so much fun.

GRAPHICS: Natsume did an excellent job of creating a 3-D world for the latest Harvest Moon. The crops and animals give visual clues as they develop. Even though the cute graphics aren't very realistic, they seem perfectly suited to the game.

PLAY CONTROL: Play control is generally good, but there are a few things that seem awkward. Positioning your farmer precisely with the Control Stick is difficult.

GAME DESIGN: Like the original Super NES and Game Boy HMs, HM64 is open-ended and has a time limit for reaching the best ending. Players are given almost total freedom to turn their inherited farm into a grand enterprise and to make relationships with other characters in the game. The scope of HM64 is even greater than in the original.

SATISFACTION: Although Harvest Moon isn't for everyone, players who enjoy simulations and RPGs should eat it up.

SOUND: There are nice effects such as the sound of rain, but the music gets tedious.

COMMENTS: Scott—*This is a game that grows on you. There are more ways to make money and more information on how to farm than in the original games.* Kyle—*No guns, no aliens, no bovine growth hormone. One of my all-time favorites.* Sonja—*Some players won't have enough stamina to keep up with it.*





- Natsume/128 Megabits
- 1 player
- 4 game save files
- 1 farm
- 1 dog
- 1 horse

GRAPHICS 7.8
PLAY CONTROL 8.0
GAME DESIGN 8.7
SAT. 8.5
SOUND 7.7



HOW IT RATES

The ESRB hadn't rated this game by press time, but it is the model of a non-violent game. Unfortunately, players can choose a male character only, so the wooing element might seem sexist.

NINTENDO POWER STAFF SCORES

9.7 → Kyle
9.0 → Sonja
8.8 → Andy
8.2 → Scott
6.7 → Bryan

NINTENDO 64

RESIDENT EVIL 2





OVERALL 8.2 RATING

RE2 is enhanced and wicked on the N64.

GRAPHICS: The graphics are nothing short of stunning in Resident Evil 2. Angel Studios did a remarkable job of making RE2 for the N64 even more realistic than the PSX and PC versions. They didn't skimp on the 3-D video portions, either. Everything from the zombies to the burnt-out shell of Raccoon City is rendered with frightening care.

PLAY CONTROL: The regular third-person controls are awkward, but the alternate first-person control setup feels quite natural. Aiming is either manual or automatic, but the auto option does a poor job.

GAME DESIGN: The game is basically a shooter with lots of plot and exploration and some puzzle-solving elements—almost identical to the original RE2, but with some surprises.

SATISFACTION: RE2 was designed to give you nightmares. For horror fans and gamers who just want to see how incredible a game can look, RE2 is a must.

SOUND: The large memory size of the Game Pak allowed Capcom to use more spoken dialogue than other N64 games. The result is a very cinematic feel.

COMMENTS: Jason—*The 512 Megabits are well spent.* Bryan—*Scarier than the first time around.* Nate—*The play control hurt me more than any zombie, but it's part of this type of game.*





- Capcom/512 Megabits
- 1 player
- Controller and Rumble Pak compatible
- Expansion Pak compatible
- Three levels of violence control
- Original Resident Evil story included

GRAPHICS 9.2
PLAY CONTROL 6.7
GAME DESIGN 8.0
SAT. 8.5
SOUND 9.0



HOW IT RATES

It was no surprise that the ESRB gave RE2 an M rating. Even the game warns players of explicit violence and gore. The violence level control doesn't change the overall violent nature of the game.

NINTENDO POWER STAFF SCORES

8.8 → Nate
8.6 → Bryan
8.4 → Jason
8.0 → Scott
7.5 → Armond

BATTLETANX GLOBAL ASSAULT





3DO rolls over the world with a new BattleTanx.

GRAPHICS: The level of detail in 3DO's second BattleTanx game is a step up from the original. The tanks, environments, explosions and other special effects look great. As in the first game, buildings and objects take several levels of damage. Sometimes the camera gets stuck.

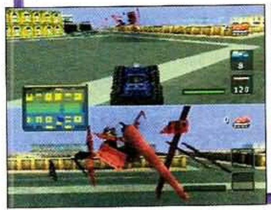
PLAY CONTROL: These tanks handle like sports cars, but in the heat of battle, who cares about reality? The feel is responsive and intuitive. Players can fully configure their Controllers.

GAME DESIGN: The Campaign Mode is just the beginning of BattleTanx Global Assault. This Pak is designed for fun whether you have one or four players. Players must use more strategy to make it through areas than in the first game, so the single-player games are more interesting.

SATISFACTION: If you like blowing things up in cyberspace—and who doesn't—this is your ticket. Both the one-player and multiplayer modes are fun.

SOUND: The explosions and sound effects add to the fun while the music suggests danger with a fast-paced but dark theme.

COMMENTS: Scott—*It's more refined and more interesting than last year's game.* Kyle—*Massively fun in multiplayer mode.* Nate—*Nothing too new, but why mess with a winning formula?*





- 3DO/64 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- Passwords
- 8 game modes

GRAPHICS 7.8
PLAY CONTROL 7.6
GAME DESIGN 7.2
SAT. 7.8
SOUND 7.4



HOW IT RATES
Animated violence is how the ESRB describes this T-rated game. The objects taking all the hits, of course, are machines and buildings. No human figures are ever shown in battle.



NINTENDO POWER STAFF SCORES
8.3 → Kyle
8.0 → Scott
7.4 → Sonja
7.2 → Nate
7.0 → John

EARTHWORM JIM 3D



OVERALL 6.8 RATING

Worm your way into a madcap adventure.

GRAPHICS: There are some camera control problems when Jim is close to walls, but other than that, the visual jokes, the nutty levels based on Jim's psychosis, and the colorful characters that inhabit this bizarre world all live up to the strong EWJ heritage.

PLAY CONTROL: Play control is loose, but most players should feel comfortable performing Jim's wide array of fun moves in short order. The real trouble is the poor camera control that will leave players feeling disoriented and out of position.

GAME DESIGN: The premise of the game, which takes Jim into his own messed-up mind to save his marbles, is just as twisted and funny as any of the previous games in the series. Most areas concentrate on straight action and shooting, but there are some puzzle elements that will activate at least a few of your brain cells.

SATISFACTION: For players who like slapstick with their action games, EWJ wrote the book.

SOUND: The music and SFX seem almost as wacky as the game itself.

COMMENTS: Scott—*The camera doesn't always do what it should do, but overall it was fun to play.* Kyle—*The camera ruins the whole experience.* Sonja—*It's fun and wacky.*





- Rock Star Games/128 Megabits
- 1 player
- Game save on Game Pak

GRAPHICS 7.4
PLAY CONTROL 6.2
GAME DESIGN 7.0
SAT. 6.6
SOUND 6.8



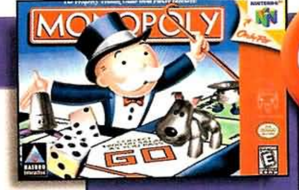
HOW IT RATES
Once again we beat the ESRB to the punch. We expect EWJ 3D will receive an E rating with descriptors such as animated violence and suggestive language. There's an outside chance that the game will receive a T rating.

NINTENDO POWER STAFF SCORES
7.7 → Scott
7.6 → Nate
7.2 → Sonja
6.0 → Bryan
5.6 → Kyle


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NINTENDO 64

MONOPOLY



OVERALL 6.3 RATING

If you want to own the world, start with Atlantic City.

GRAPHICS: Monopoly for the N64 contains all the elements from the popular board game, including the new sack of money token. Tokens are animated when they move. The property squares on the board should be sharper.

PLAY CONTROL: The basic moves of rolling the die and buying property are fairly easy, but more complex trading deals require players to navigate a complex series of icons that can be confusing.

GAME DESIGN: Monopoly for the N64 contains just about everything that the original board game has, and the CPU will fill in when human competitors aren't to be found. The options include nine popular rules variations.

SATISFACTION: Even if you're alone you can play Monopoly, which is something that can't be said for the boardgame. As a multiplayer game, Monopoly is easier to set up than the board version, and you can't knock it over.

SOUND: The sound effects and music can be controlled separately.

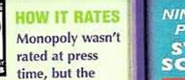
COMMENTS: John—*I didn't expect Monopoly to capture my attention, but it was a pleasant surprise.* Nate—*The controls are more confusing than financing actual real estate deals.*







- Hasbro Interactive/96 Megabits
- 1 to 4 players alternating
- Game save on Game Pak
- 9 customized rule options



HOW IT RATES
Monopoly wasn't rated at press time, but the game contains no violence, strong language or objectionable material. You can't even get away with cheating like in the original game.

GRAPHICS 6.8
PLAY CONTROL 5.9
GAME DESIGN 6.6
SAT. 6.0
SOUND 5.8



NINTENDO POWER STAFF SCORES

7.4 → Jason
7.4 → John
6.9 → Kyle
5.6 → Scott
4.2 → Armond

GAME BOY COLOR

MARIO GOLF 64





OVERALL 8.7 RATING

Mario's missing link has been found on Game Boy Color.

GRAPHICS: The development team at Camelot did an excellent job with the Mario license. The graphics are a great example of the rich palettes that Game Boy Color can display.

PLAY CONTROL: The play control is the standard metered-swing bar, and players can choose clubs and set the direction of the shot. Overall, it feels very solid with an easy-to-navigate interface and menu options.

GAME DESIGN: The One-Player Mode in Mario Golf is a career-oriented game that lets you play in tournaments, challenge pros, practice on training holes and seek advice at the clubhouse.

SATISFACTION: Whether you're a golfer or not, Mario Golf combines the best elements of game play such as depth and lots of goals in a challenging setting.

SOUND: The music includes some old Mario themes and some ones.

COMMENTS: Scott—*One of the best games so far for Game Boy Color. The golf is excellent and the game design adds depth and replay value.* Nate—*An excellent golf game with lots of depth.* Sonja—*Putting is pretty tough.* Jason—*On par with the excellent N64 version. Who knew there were so many shades of green?* Andy—*It's kind of like a golfing RPG. I'm addicted.*

- Nintendo/8 Megabits
- 1 to 2 players simultaneously
- 8 game save slots
- Game Link compatible



HOW IT RATES
There's really nothing to object to in this game unless you hate golf, Mario or Game Boy Color. The ESRB saw it that way, too, and gave the game an E. We think everybody will love it.

GRAPHICS 8.4
PLAY CONTROL 8.6
GAME DESIGN 8.8
SAT. 9.2
SOUND 7.8

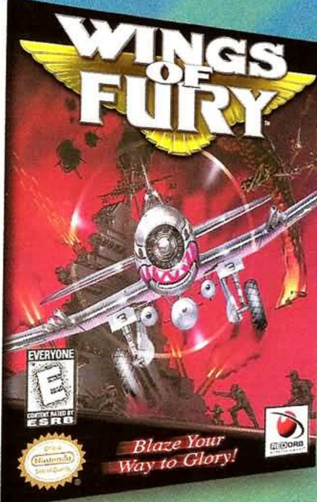


NINTENDO POWER STAFF SCORES

9.6 → Nate
9.4 → Jason
9.2 → Andy
8.3 → Scott
7.0 → Sonja

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GAME BOY COLOR



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GAME BOY COLOR

SURVIVAL KIDS



OVERALL 7.6 RATING

Survive on a deserted island with nothing but a Game Boy Color.

GRAPHICS: Konami created some excellent cinema scenes to go along with this overhead adventure game. Even though the hero character and objects are small, the graphics are full of detail and color. The animation is simple and a bit slow, making real-time battles slightly awkward.

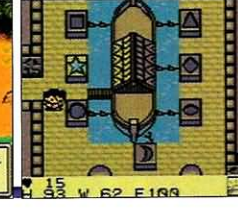
PLAY CONTROL: Much of the game consists of exploration and the use of items in specific places, all of which is easy to accomplish. Fighting the wild animals is more difficult because of the slow reaction time of the character.

GAME DESIGN: It's about time that someone took a Robinson Crusoe story and made a video game about it. The puzzle elements aren't overly difficult, but they all make sense given the game's theme. There's more to the game than meets the eye, as well, with eight possible endings.

SATISFACTION: Survival Kids might not be for everyone. It's sort of a cross between Harvest Moon and Zelda, but if you like adventures and RPGs, you'll probably enjoy this little gem.

SOUND: The music is a little too lively, and the sound effects should be more pronounced.

COMMENTS: Kyle—*An original concept that's been executed well.* Jason—*"Lord of the Flies" was never so fun and cute. A likable primer in adventure RPGs.*



- Konami/8 Megabits
- 1 player
- 3 game save files
- 8 endings

GRAPHICS 7.0
PLAY CONTROL 7.6
GAME DESIGN 8.2
SAT. 7.8
SOUND 7.2

HOW IT RATES

RATING PENDING RP CONTENT RATED BY ESRB

The ESRB hadn't gotten around to rating this game by press time. We expect it will receive an E with a descriptor noting the animated violence. Players are required to hunt to survive in this game.

NINTENDO POWER STAFF SCORES

- 8.7 → Andy
- 8.2 → Jason
- 7.8 → Scott
- 7.5 → Nate
- 6.1 → Bryan

GAME BOY COLOR

PUZZLE MASTER



OVERALL 6.7 RATING

Metro3D masters the puzzle.

GRAPHICS: A puzzle game like Puzzle Master would have been very difficult in the days before Game Boy Color, because the color makes it easy to differentiate between all the different types of tiny items on the screen.

PLAY CONTROL: In addition to rotating and moving the groups of falling items, players can select and use a number of special items, including keys, hearts and bombs. All of the controls are easy to use and very precise.

GAME DESIGN: At heart Puzzle Master is a Tetris spin-off, but there is so much more to do on each level than in Tetris that PM players will never have any downtime. Each stage has a well with pieces that fall into it, but unlike Tetris, Puzzle Master has all sorts of variations in each level. You may have to trip a switch or defeat a hidden monster to clear a stage.

SATISFACTION: This is a tough game to put down. Tetris lovers will be in heaven.

SOUND: The simple music has a spooky theme that's in keeping with the visual themes in the game.

COMMENTS: Scott—*Tetris is just geometry, but Puzzle Master adds a sense of adventure to the puzzle.* Andy—*At first it just seems like a Tetris clone, but there are some refreshing elements thrown in.* Armond—*It just doesn't stack up to a great game like Tetris Attack.*



- Metro3D/8 Megabits
- 1 player
- Passwords
- 4 modes

GRAPHICS 6.6
PLAY CONTROL 7.2
GAME DESIGN 7.0
SAT. 6.4
SOUND 6.2

HOW IT RATES



There are some spooky themes in the game such as skulls and swords, but nothing really violent ever occurs. The ESRB gave it a straight E rating without descriptors. We think it rates a look.

NINTENDO POWER STAFF SCORES

- 8.0 → Jason
- 7.4 → Scott
- 6.8 → Andy
- 6.5 → Nate
- 5.1 → Armond



BEGINNING NOVEMBER 8TH,

BRING ALL YOUR SKILLS

BRING ALL YOUR COURAGE

BUT MOST OF ALL

BRING YOUR HUNGER.



GAME BOY COLOR

CATWOMAN

Catwoman rumbles on Game Boy Color.

GRAPHICS: The character may be small, but Catwoman has an amazing repertoire of animations in this side-scrolling action game from Kemco. Cinematic scenes between stages have the look of the DC comic. The stage environments make good use of color but tend to be repetitious.

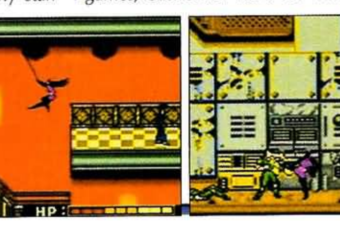
PLAY CONTROL: Catwoman does it all, from leaping to swinging from her whip, and she has great claws for fighting. Play control is slightly awkward during jumps since you can't control a jump in the air.

GAME DESIGN: The action is fairly standard platformer stuff, but some of the stages have the feel of a maze, making the game seem large. Four bosses add extra challenge to the game. The Rumble feature doesn't add much, unfortunately.

SATISFACTION: Once you get used to the play control, Catwoman turns out to be a fairly solid action game that makes good use of the DC license.

SOUND: The music is simple but appropriate, but the sound effects are weak.

COMMENTS: Scott—*The cinematics were good, but I could have used smoother play control.* Andy—*Awesome comic book cut scenes, but Catwoman is really small in the game.* Sonja—*The play control is frustrating.* Bryan—*Catwoman rules!* Nate—*Compared to other GBC action games, Catwoman has a ton of moves.*







- Kemco/8 Megabits
- 1 player
- Passwords
- 9 lives or stages

GRAPHICS	7.2
PLAY CONTROL	6.0
GAME DESIGN	6.8
SAT.	6.6
SOUND	6.0



HOW IT RATES

The ESRB tagged Catwoman with an E rating and a descriptor of mild animated violence. The violence includes simple hits and kicks. Even when defeated, enemies regain their strength and attack again.

NINTENDO POWER STAFF SCORES

- 7.0 → Bryan
- 6.7 → Nate
- 6.7 → Scott
- 6.5 → Sonja
- 6.2 → Andy

GAME BOY COLOR

EARTHWORM JIM: MENACE 2 THE GALAXY

EWJ is a menace 2 your sanity.

GRAPHICS: Even though Jim is a small character (he's just a worm after all), his animation is quite good, and it conveys Jim's comic bravado. The backgrounds look good, although the perspectives in this sidescroller seem too flat.

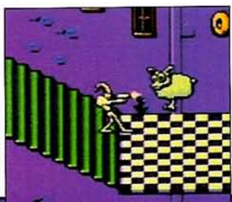
PLAY CONTROL: Overall control is better than on most of the previous EWJ games for the Super NES and Game Boy, which isn't saying much. Still, the jumping controls are precise and you can shoot at eight angles.

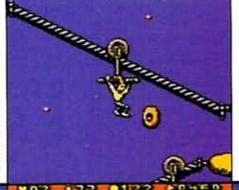
GAME DESIGN: The areas are fairly large and somewhat complex, the way a good platformer should be, but they're not particularly difficult. There's a good variety of enemies. It would have been nice to have had more puzzle elements.

SATISFACTION: EWJ fans and action fans should enjoy this romp in glorious color. After all, Earthworm Jim is one of the most colorful characters around. The sense of humor that pervades earlier games and the N64 game is less evident here.

SOUND: The music breaks up at times when the action gets heavy.

COMMENTS: Scott—*The graphics are nice, but the game has very standard platform action.* Andy—*Limited humor and uninspired level design are disappointing.* John—*Jim has been abducted, and an alien without a sense of humor has been left in his place!* Nate—*Not particularly challenging.*







OVERALL 6.3 RATING

- Crave/8 Megabits
- 1 player
- Passwords

GRAPHICS	7.0
PLAY CONTROL	6.6
GAME DESIGN	6.0
SAT.	5.6
SOUND	6.4



HOW IT RATES

The ESRB rated this game an E with a descriptor of animated violence. It's all very comic action without any realistic violence. EWJ's weapons are also of the wacky, comic variety.

NINTENDO POWER STAFF SCORES

- 7.8 → Jason
- 6.5 → Andy
- 6.5 → Scott
- 6.4 → Nate
- 4.2 → John



Game Tip #0001

To win the game, drink Dr Pepper.

This is the most valuable tip you will receive for Donkey Kong 64. It allows you to win the game before you actually play it. So take our advice, check under the cap of specially marked 20 oz. bottles of Dr Pepper and you could win the game everyone is going ape over.

Dr Pepper

12 FL OZ (355 ml)

NINTENDO64

RAREWARE

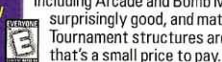
Official Rules - Dr Pepper "Donkey Kong 64" Game

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Requests must be received by game ends date. WA and VT residents may omit return postage. One request per envelope, per household, per day. Winning game pieces must be redeemed by 3/8/2000 and postmarked by 3/1/2000. PRIZES AND ODDS: INSTANT WIN GAME: 1000 Grand Prizes: Nintendo ® 64 Game Unit and Donkey Kong 64 game cartridge, 1:105,028, approximate value $190; SWEEPSTAKES GAME: 10 First Prizes: Home Entertainment Center that includes 51" T.V., CD Stereo System with surround sound, and Nintendo 64 Game unit and Donkey Kong 64 game cartridge, approximate retail value $3,000 (winners can take $3,000 cash in lieu of the entertainment center); 200 Second Prizes: Nintendo 64 with Donkey Kong 64 game cartridge, approximate retail value $190; 25,000 Third Prizes: Free Dr Pepper 12 Pack coupon, approximate retail value $3.99. Sweepstakes winners determined by random draw among all qualifying sweepstakes entries received. Odds for sweepstakes prizes determined by the number of valid sweepstakes entries received. TO REDEEM WINNING CAP: Hand print your name, mailing address, and telephone number on a 3" x 5" piece of paper and submit (for high end prizes send by certified mail, return receipt requested) with potential winning cap (enclose cap in a reinforced envelope) postmarked by 3/1/2000 (received by 3/8/2000) to DK64 Sweeps, P. O. Box 52628, Knoxville,TN 37950. Keep a photocopy of your submission. VERIFICATION: Potential winning caps and sweepstakes entries are subject to verification. Allow 6-8 weeks for verification. Dr Pepper/Seven Up, Inc. ("Dr Pepper") is not responsible for lost, late, illegible, incomplete, misdirected, mutilated, or postage due mail, prize claims or game piece requests. Proof of mailing does not constitute proof of delivery. Any game materials obtained through illegitimate channels, counterfeited, mutilated, altered or if game materials contain production, printing, typographical, mechanical or other errors are void. No more than listed prizes will be awarded. Unclaimed prizes will not be awarded. GAME SCHEDULE AND AWARD OF PRIZES: Sweepstakes and game ends 3/1/2000, Instant Win Cap must be redeemed by 3/08/2000. Sweepstakes drawing to be held 3/8/2000, winners will be notified by mail. Sweepstakes prizes will be shipped within 6-8 weeks of sweepstakes drawing date. Limit one prize per prize level, per family, household or organization. CONDITIONS OF PARTICIPATION: By participating in the game you accept and agree to these rules and the decisions of independent judges which shall be final and legally binding. You assume all risk of loss, damage, destruction, delay or misdirection of game pieces submitted for verification. 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WINNERS LIST: For a list of major prize winners, mail a self-addressed, stamped envelope to: DK 64 Winners, P. O. Box 52822, Knoxville, TN 37950. Request must be received by 3/8/2000. Winners list will be sent when all prizes have been awarded.

ALSO PLAYING THIS MONTH

ALL-STAR TENNIS

- Ubi Soft/8 Megabits
- 1 or 2 players simultaneously
- Game Link compatible
- Rumble feature



The Game Boy Color version of Ubi Soft's tennis game includes most of the elements from the N64 title including Arcade and Bomb Modes. Play control is surprisingly good, and matches feel realistic. Tournament structures aren't realistic at all, but that's a small price to pay.



OVERALL RATING 7.2

GRAPHICS 7.0
PLAY CONTROL 7.2
GAME DESIGN 7.4
SAT. 7.6
SOUND 6.0

MS. PAC-MAN

- Namco/8 Megabits
- 1 or 2 players alternating
- 2 games in one Pak



This Pak, titled Special Color Edition, includes Ms. Pac-Man and Super Pac-Man. Namco has done a remarkable job of recreating these classics in almost perfect detail for Game Boy Color. The graphics and sound are great, and the game play is still a winner.



OVERALL RATING 7.2

GRAPHICS 7.5
PLAY CONTROL 6.8
GAME DESIGN 7.0
SAT. 7.0
SOUND 8.0

BALLISTIC

- Infogrames/8 Megabits
- 1 or 2 players simultaneously
- Game Link compatible
- 3 modes



Ballistic is a shooting puzzle game along the lines of Bust-A-Move. Instead of the pieces moving steadily down toward your shooter as in BAM, the pieces in Ballistic spiral in toward your shooter. The game is challenging and fast, but its three difficulty levels help ease you into the action.



OVERALL RATING 7.1

GRAPHICS 6.7
PLAY CONTROL 7.0
GAME DESIGN 6.2
SAT. 7.3
SOUND 6.0

RAMPAGE 2

- Midway/8 Megabits
- 1 or 2 players simultaneously
- Passwords
- Game Link compatible



The rampage is on again, but this time the demolition goes beyond earth as players try to save Ralph, Lizzie and George. Essentially, Rampage 2 Universal Tour is the same on GBC as it was on the N64, but there's no three-player option. The graphics aren't as colorful as you might expect.



OVERALL RATING 6.4

GRAPHICS 6.8
PLAY CONTROL 7.0
GAME DESIGN 6.2
SAT. 5.8
SOUND 6.0

RUGRATS TIME TRAVELERS

- THQ/8 Megabits
- 1 player
- Passwords
- 11 stages



THQ's second Rugrats game for Game Boy Color is a step up from the first, but it still misses the mark. The graphics are excellent, but the platform action is repetitive, simplistic and not very creative. The tiny text and poorly laid-out stages will probably leave young players quite frustrated.



OVERALL RATING 5.8

GRAPHICS 6.7
PLAY CONTROL 5.3
GAME DESIGN 6.0
SAT. 5.3
SOUND 6.0

BEHIND THE NUMBERS AND NAMES

EVALUATIONS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

ANDY: Action, Adventures, Puzzles
ARMOND: Fighting, RPGs, Adventures
BRYAN: Action, Adventure, Puzzles
DAN: Action, Adventures, Sports
ED: Sports, Puzzles, Action
HENRY: Fighting, Action, Sports
JASON: Adventures, Action, Puzzles
JOHN: Simulations, RPGs, Fighting
KYLE: Sports, Simulations, Puzzles
NATE: Adventure, Action, Sports
SCOTT: Sports, Simulations, Adventures
SONJA: Puzzles, RPGs, Fighting

RATINGS

Each rating category is weighted to reflect its overall importance when evaluating the games. We feel that Satisfaction and Game Design are the most important categories, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

GRAPHICS 20%
PLAY CONTROL 20%
GAME DESIGN 25%
SATISFACTION 25%
SOUND 10%

AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.



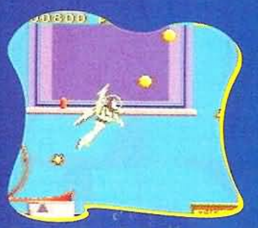
Released prior to the commencement of the ratings system.



Not yet rated.

- All Ages
- Early Childhood
- Teen (13+)
- Mature (17+)
- Adult (18+)

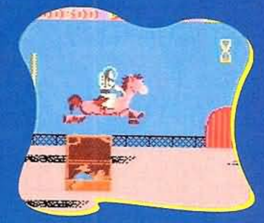
You Have Been Chosen!



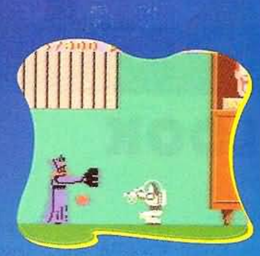
Spread your wings and fly to Al's Toy Barn – and beyond!



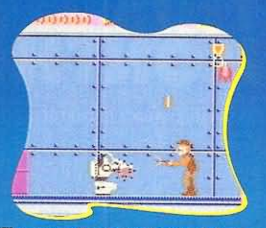




Gallop across the airport atop Bullseye to rescue Woody!



Ward off the evil Emperor Zurg and his minions in Al's Toy Barn!



Fire your disc launcher to defeat the Prospector's henchmen!







part of

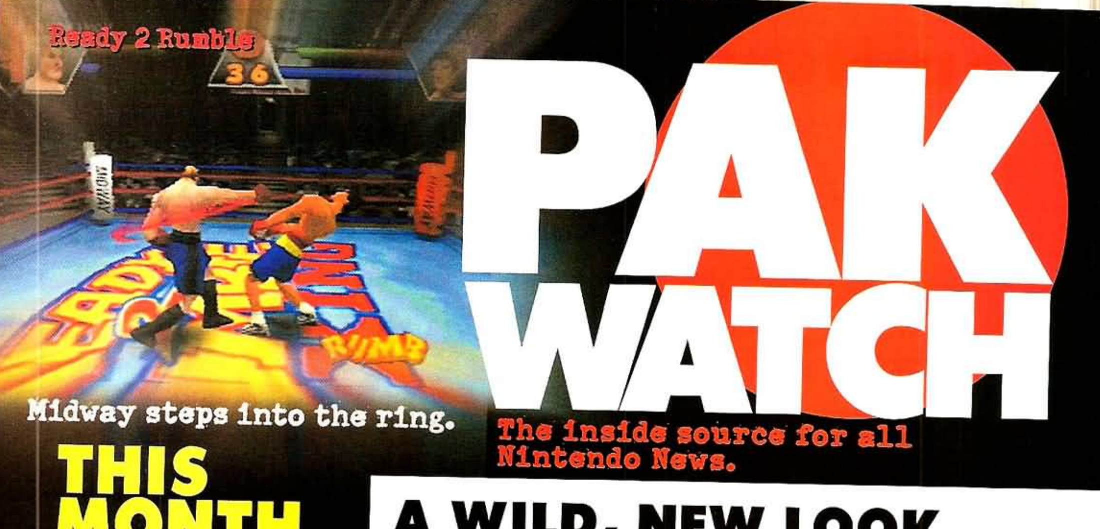












Midway steps into the ring.

The inside source for all Nintendo News.

THIS MONTH

CASTLEVANIA: LEGACY OF DARKNESS



Drac is back!

WORMS: ARMAGEDDON



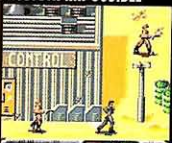
Infogrames digs up a winner.

NAMCO MUSEUM 64



Six classics on the N64.

MISSION: IMPOSSIBLE



A new Mission for Game Boy Color.

A WILD, NEW LOOK FOR THE N64

The classic good look of the N64 console has served the gaming community well over the years, but everyone can use a makeover now and then. Nintendo has decided the time is ripe to have some fun with the sober charcoal gray unit. In celebration of Donkey Kong 64, Nintendo plans to offer a special set that includes a Donkey Kong 64 Game Pak, a spanking new Jungle Green N64 console system and a Jungle Green Controller. As you can see from the photo, not only are the Jungle Green Console and Controller green, but they're transparent, as well. For players who always wondered what was inside the N64, now they can see for themselves. All of this cool green stuff will be offered at a special price starting at the end of November, making it the best buy in the jungle.



MIDWAY IS READY TO RUMBLE ON THE N64

Michael Buffer and his trademarked ready to rumble slogan have been getting a lot of press for Midway's upcoming boxing game, Ready 2 Rumble. We're here to tell you that the hype isn't all hype. Ready 2 Rumble for the N64 is one of the best two-player fighting games in a long time. Unlike EA Sports' Knockout Kings 2000, Ready 2 Rumble features fictional boxers, both male and female, from around the world. The feel is like Super Punchout!!, and the graphics are some of the best on the N64.



Rope-a-dope graphics

The first thing most players will notice is the smooth animations and realistically skinned models. But that's just the beginning of the eye candy that Midway is dangling before players. The lighting is excellent, and the special effects are nice, if not spectacular. What really adds pizzazz to the game is the riot of camera options. Players can choose among the following camera positions and actions: Normal, Rotate About Players, Ringside View, Rotate About Ring, First-Person Player 1, and First-Person Player 2. Some of the cameras aren't quite as friendly as others, but the variety is a blast. And the animations are exceptional, from the introduction with Buffer to the way boxers stumble when they're about to hit the mat.



Float like a butterfly, sting like a bee.

Players begin Ready 2 Rumble with 13 boxers. Later, more boxers are revealed as you win bouts. Each pugilist has basic moves and super moves activated when they're ready to rumble. The Rumble Meter at the bottom of the screen adds a letter every time you land an exceptional punch on your opponent. When the Meter has spelled out the word "Rumble," your boxer can throw a super combo complete with flashy effects. It reminded your Pak Watch editors of the cool special attacks in Super Punchout!! Fighters move smoothly, quickly and realistically, and they can throw high and low punches from the left and right and block either high or low.

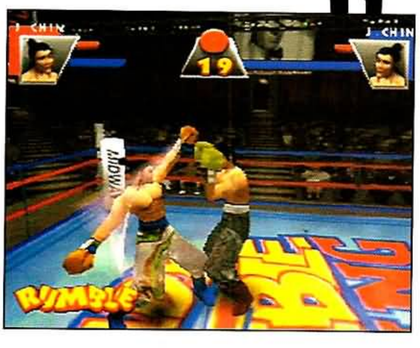
What's it all a bout?

So why fight? It's not just to wear those shiny shorts. In Ready 2 Rumble, players have all sorts of motivations, from humiliating friends to winning big bucks. Players can challenge the computer or another player in the Arcade Mode or create a character in the Championship Mode and take him or her from the lowly Bronze Class to the Championship Class. In this adventure mode, you can train your boxer, raise money by boxing in prize fights, or even challenge boxers created by your buddies in the Exhibition Mode. The money that you raise goes into training, which further improves your fighter's performance.



The bottom line

You may have heard a lot about Ready to Rumble on other systems, but the N64 version is no slouch, and you won't have to buy a new console to play it. The development team at Midway and Point of View did a remarkable job putting this 64-bit fighter together. It stands toe-to-toe with any boxing game in the 64-bit or higher weight classes. If you don't believe the hype, you can play-per-view this November.





No biting, gouging or hitting below the N64...

Pak Play

Hands-on previews of upcoming games.

CASTLEVANIA RETURNS TO THE N64

Less than a year after the first N64 Castlevania adventure, Konami has finished the second installment, Castlevania: Legacy of Darkness. The time is eight years before the events of last year's game. A young man with special powers returns home to find his sister kidnapped by skeletons and his village burned to the ground. As Cornell sets out to rescue Ada, the fun begins. Konami has outdone itself with riveting cinematic scenes and great action. Much of Legacy has the look and feel of the original Castlevania 64, but the settings are new, there are five controllable characters in all, and the camera controls have been improved. Legacy also supports high-res graphics with the Expansion Pak. Overall, this is a stunning new Castlevania adventure that fans won't want to miss when it's released this December.









KEMCO RALLYS TOP GEAR

We've been looking at Top Gear Rally 2 over the past several months as new versions arrived from Kemco. We didn't expect the latest TG to leap forward in a matter of weeks, but that's exactly what happened. Saffire Corporation turned on the juice and is heading for the final lap in this arcadelike racer with some super simulation features. One of the innovations in TGR2 is that cars can take damage to vital systems, such as the tires or engine. If you stop to fix the damage, you'll lose time, but if you ignore the damage, you may find that your car just stops altogether. Another cool feature is that TGR2 can create well over 100 random tracks on the higher levels, giving players more variety than they might ever use. The latest Top Gear also shines with excellent graphics. It even has an RPG element similar to World Driver Championship in which players can move up to better teams and cars. We expect this latest greatest Top Gear Rally to be at the starting line in late November.







EA IS LIVE AGAIN

PAK WATCH

Without a strike to slow things down, it looks like the NBA season will get off to a great start this year. EA Sports plans to be there with the latest incarnation of the NBA Live series, NBA Live 2000. This year's Live has it all: new rosters, star players, great graphics, excellent color commentary and a full set of options. The animation is eerily real, particularly in the opening screens. In addition to the Arcade and Season Modes, players can challenge Michael Jordan in a one-on-one schoolyard match with the former player choosing any current NBA player. That option alone makes Live 2000 a serious contender, but the ease of play control is another definite bonus. You may not get all the moves that Kobe has, but you'll have Michael and hours of fun.









NAMCO'S CLASSIC MUSEUM

Pac-Man, Ms. Pac-Man, Galaga, Galaxian, Pole Position, and Dig-Dug are now all on one Game Pak for the N64, thanks to Namco and the development team at Mass Media. The classic arcade games look and sound very much like the originals, which is good news for nostalgia buffs. The games include little touches such as Insert Coin messages that will really take you back. The game play is still classic for most of these titles, although Pole Position pales in comparison to today's racing games. But nothing can quite match the simple magic of Pac-Man, Ms. Pac-Man, Galaga and Dig-Dug. Even if you've never played the arcade versions of these games, expect to spend endless hours of chomping and zapping when you enter this museum of fun.


Pac-Man

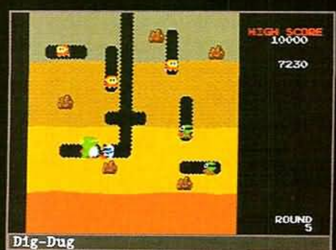

Ms. Pac-Man



Galaga



Galaxian



Dig-Dug



Pole Position

Take a stroll through the memory arcade with Namco.

Pak Peeks

What's breaking in the world of games.

Mickey races onto the scene.

Rare's production of a Disney license for Nintendo is nearly complete. Mickey's Racing Adventure features six racing worlds, five playable Disney characters, bonus games, upgradable vehicles and special abilities, such as an infrared e-mail system. Using the largest Game Boy Color memory size to date at 32 Megabits, Mickey's Racing Adventure packs in a megaton of fun. Players race in some stages and in other areas explore with Mickey, Minnie, Donald, Daisy and Goofy. Mickey's Racing Adventure is scheduled to be released late in November as a Game Boy Color exclusive.

It's showtime on the N64.

Midway doesn't have the NBA Jam license, but that isn't stopping the company from competing head-to-head with Acclaim in the arcade hoop wars. NBA Showtime: NBA on NBC is two-on-two, arcade action with NBA stars, marquee moves, on-fire and turbo modes and everything else that was



NBA Showtime

introduced in the heyday of Jam. But even though Showtime is derivative, the development team at Eurocom did a pretty good job of putting the familiar pieces together. Up to four players can join in the sizzling play. Don't miss next month's NBA roundball roundup when Nintendo Power rates Jam 2000, Showtime, Live 2000 and Kobe 2.

Infogrames goes to the worms.

One of the most engaging and quirky computer games of recent years is coming to the N64 and Game Boy Color, thanks to



Worms: Armageddon

Infogrames. Worms: Armageddon is the latest offering in the Worms series and the first for any Nintendo system. The matches pit teams of four worms against each other. Players can name their worms, set stage parameters, and play multiplayer matches or single-player matches. Each worm in turn can move, select one of dozens of outrageous weapons, and blast opposing worms. You haven't lived until you've neutralized a worm with the Skunk Bomb. Both Worms games are scheduled to crawl onto retailer shelves before the end of the year.

Spy toys R us

One of the most innovative games coming up for Game Boy Color features several very unusual modes that have nothing to do with the game itself. Mission: Impossible from Infogrames includes a ten mission, overhead view adventure game starring Ethan Hunt, but it also includes some nifty spy gadgetry. Using the Game Boy Color's built-in infrared port, players can read the signals



Mission: Impossible

from remote control devices for TVs, stereos, VCRs and satellite boxes. Once the M:I game has deciphered the signals, you can control those devices using your Game Boy Color. The game also features a Personal Digital Agent complete with calculator, address book and infrared messaging system so budding spies can pass encrypted messages to anyone else who has the M:I game. Oh, and if you were wondering, the game itself also looks like a lot of fun. All of this Game Boy technology will be available by the end of the year if development stays on track.

GAME BOY COLORPALOOZA

So many Game Boy Color titles have flooded into Nintendo Power over the past month that we can hardly believe it. Let's start things rolling with Evel Knievel, a game whose namesake practically invented the concept of death-defying stunts. The action is similar in some ways to ExciteBike and Motocross Maniacs 2, but the tracks are more difficult and unusual. You'll begin each stunt course with five bikes and 100% health. As Evel crashes, smashes, and bashes into obstacles, you'll lose bikes and health. Take Two teamed up with Tarantula once more on this Game Boy Color project, which should be released in December.

Midway is bringing the classic strategy game, Rampart, to Game Boy Color in November. In Rampart, each side places cannons in a fort and blasts away at enemy ships, then rebuilds the walls to the fort in a limited time following the attack. The latest version of Rampart looks good and plays just like the classic arcade and Super NES versions. NFL Blitz 2000 from Midway is even bigger news. The overhead view may not look much like its big brother on the N64, but the action is almost as intense as the N64 game, and you can use a Game Link Cable to get the same great two-player feel. Perhaps the most impressive part of the game is the amount of voice commentary

COMING SOON

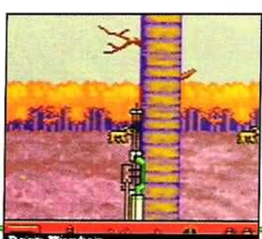
that Digital Eclipse managed to pack in.

RockStar games is going to the edge with its Game Boy Color version of Grand Theft Auto. Packing a huge PC game into a GBC Game Pak isn't easy, but Tarantula Studios did a good job of it. In Grand Theft Auto, you'll play the role of a low-level flunky for a crime organization that steals cars, among other things. Your job is to do the dirty work, such as picking up stolen cars and delivering them to a chop shop. There's a lot here, and it's not an easy game to control, but who said a life of crime was going to be easy?

Deer Hunter from Vatical Entertainment turns out to be an excellent port of the best-selling computer game. Virtual hunters look for signs of deer then get into position and use various lures like deer calls and scent to attract the unsuspecting buck. If you bag a trophy, the game rates it and sticks it on the wall in your lodge. Good graphics and sound give it a realistic feel.

Finally, 3DO sent us an early version of Heroes of Might & Magic. It was too early for the game to be playable, but we could look around at the size of the overworld, which is truly vast. The finished game will include four hero types, seven types of terrain, and over 25 spells, and it lets you build towns, castles, and shipyards. We expect the development team at Realtime Associates to have this RPG ready for release in early 2000.


Grand Theft Auto


Deer Hunter

Pokémon Stadium

Nintendo

Xena: Talisman of Fate


Titus

Carmageddon


Interplay

Hyper-Bike



Kemco

Army Men



3DO

International Track & Field



Konami



RELEASE FORECAST

FALL 1999

ASTEROIDS 64
BASSMASTERS 2000
CARMAGEDDON II
CASTLEVANIA: LEGACY OF DARKNESS
DESTRUCTION DERBY 64
HYPER-BIKE
NAMCO MUSEUM 64
NBA JAM 2000
NBA LIVE 2000
NBA SHOWTIME: NBA ON NBC
NUCLEAR STRIKE 64
PAPERBOY 64
RAINBOW SIX
RAT ATTACK
READY 2 RUMBLE
ROADSTER TROPHY
SPACE INVADERS
SUPERCROSS 2000
TAZ EXPRESS
TOP GEAR RALLY 2
TOY STORY 2
TUROK: RAGE WARS
VIGILANTE 8: SECOND OFFENSE
WORMS: ARMAGEDDON
WWF WRESTLEMANIA 2000
XENA:TALISMAN OF FATE
ARMY MEN 2
AZURE DREAMS
BABE & FRIENDS
BATTLETANX
CASTLEVANIA II
CARMAGEDDON
CROC
DAFFY DUCK
DEER HUNTER
DRAGON WARRIOR MONSTERS
EVEL KNIEVEL
F-18 THUNDERSTRIKE
GEX 3
GHOSTS & GOBLINS
GODZILLA
GRAND THEFT AUTO
INTERNATIONAL TRACK & FIELD
ISS 2000
JEFF GORDON RACING
MEGA MAN 5
MICKEY RACING ADVENTURE
MISSION: IMPOSSIBLE
NBA IN THE ZONE 2000
NBA LIVE 2000
NFL BLITZ 2000
NHL BLADES OF STEEL 2000
NHL HOCKEY 2000
1942
TIGER WOODS GOLF
TOP GEAR POCKET 2
RAMPART
RESIDENT EVIL
STREET FIGHTER ALPHA
SUZUKI ALL-STAR EXTREME RACING
TAZMANIAN RUSH
TOY STORY 2
VEGAS GAMES
WICKED SURFING
WORMS: ARMAGEDDON
YODA STORIES

WINTER 2000

ARMORINES
BATTLEZONE 64
BRUNSWICK CIRCUIT PRO BOWLING
CYBER TIGER 64
EXCITEBIKE 64
40 WINKS
HYDROTHUNDER
POKéMON STADIUM
RIDGE RACER 64
SHADOWGATE RISING
ALICE IN WONDERLAND
BIONIC COMMANDO
CRYSTALIS
HEROES OF MIGHT & MAGIC
POKéMON CARD GAME
RAYMAN
STAR WARS: EPISODE 1: RACER
TONIC TROUBLE
WCW MAYHEM

FUTURE

DAIKATANA
DUCK DODGERS IN THE 23 1/2 CENTURY
EARTHWORM JIM 3D
ETERNAL DARKNESS
F-1 WORLD GRAND PRIX II
HARRIER 2001
JEREMY MCGRATH SUPERCROSS 2000
JUNGLEBOTS
KIRBY 64
LOONEY TUNES: SPACE RACE
MINI RACERS
THE NEW ADVENTURES OF BATMAN
NIGHTMARE CREATURES 2
NOMENQUEST
OGRE BATTLE 3
PERFECT DARK
RIQA
SPIDER-MAN
SUPER MARIO RPG 2
TWELVE TALES: CONKER 64
X-MEN
WILDWATER
WILD METAL COUNTRY
ZELDA GAIDEN
MICRO MACHINES V3
RALLY RACING
ROADSTERS TROPHY '99
SAN FRANCISCO RUSH
SILICON VALLEY
LEGEND OF ZELDA
ZELDA: FRUIT OF THE MYSTERIOUS TREE

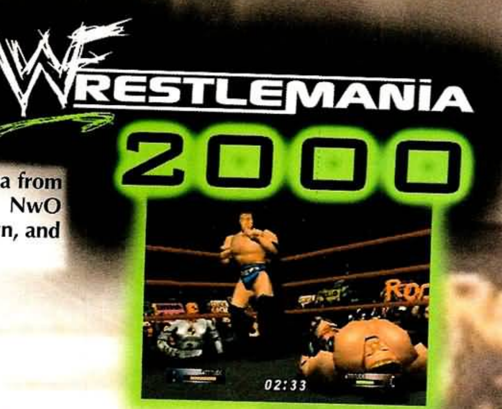
NINTENDO 64
GAME BOY COLOR


"The most electrifying wrestling game the world has ever seen!" —GameFan
Complete Create-A-Wrestler Mode—assign individual moves, costumes and fighting styles
Tons of game modes, including Cage Match, Road to WrestleMania, Create-A-PPV.
Thousands of signature moves, taunts and mannerisms
"The biggest, baddest, meanest, fattest, coolest, raddest wrestling game in the known universe." —Nintendo Power
WrestleMania XIV
In an epic contest, Stone Cold Steve Austin becomes World Champion with a win over Shawn Michaels™
WrestleMania XII
Heartbreak Kid Shawn Michaels wins a 60 minute Iron Man match for the title
WrestleMania X
Shawn Michaels and Razor Ramon wrestle for the IC Strap in an original hardcore classic
WrestleMania VIII
Shawn Michaels and the Undertaker continue their rise to the top with wins
WrestleMania VI
The tide turns as both Mega Powers lose in the same night
WrestleMania IV
Plays host to the first WrestleMania Heavy weight title tournament
WrestleMania 2
The first WrestleMania battle royal
85
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WrestleMania I
World Wrestling Federation® ushers in a new age of wrestling popularity
WrestleMania III
Breaks live attendance records with a capacity crowd
WrestleMania V
Shawn Michaels' WrestleMania debut as a member of The Rockers™
WrestleMania VII
The Undertaker scores a decisive victory in his WrestleMania debut
WrestleMania IX
Federation Championship changes hands twice in one night
WrestleMania XI
X-Pac™ and Road Dogg™ make their WrestleMania debuts as ringside support for Jeff Jarrett™ and Razor Ramon™
WrestleMania 13
The Undertaker® begins his second Federation Championship reign with a main event victory
STEVE AUSTIN
entrances complete with Titantron™ and theme music
TEEN
ANIMATED VIOLENCE
MILD LANGUAGE
SUGGESTIVE THEMES
Visit www.esrb.org or call 1-800-771-3772 for rating information.


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Only For
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WrestleMania XV
Steve Austin™ recaptures gold when he pins The Rock™ after two Stone Cold Stunners
WrestleMania® 2000
Millions of fans unite to celebrate the GAME OF THE CENTURY.
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Over 50 of the top WWF superstars–more than any other WWF game ever
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Coming Next Issue...
Volume 127, December 1999

December's a time to revel in the warmth of family and friends. Unless, of course, you're in the mood to jump in the ring and pummel one another, in which case you'll want to check out our review of Wrestlemania 2000. The WWF brouhaha from THQ's award-winning designers of the WCW vs. NwO games is chock full of backbreaking, crowd-inciting fun, and we'll take it to the mat for for you.



RAINBOW SIX



If you think you have what it takes to lead some of the most high-stress covert ops missions in the uncivilized world, be here for our extensive debriefing of Rainbow 6. We'll give you the tools to pull off your M.O.s.

CastleVania Legacy of Darkness



This prequel to the N64's hit horror show follows the adventures of five new characters fighting evil in a time before Carrie and Reinhardt hit the scene. Our coverage is guaranteed to divulge all the gory details.

TOY STORY 2



Coinciding with the release of the movie, Toy Story 2 follows the adventures of Buzz Lightyear as he tries to rescue his pal Woody. Be sure to check it out next month as we teach you how to play nice with your toys.

N64

1. A Bug's Life
2. AeroFighters Assault
3. AeroGauge
4. Airboardin' USA
5. All-Star Baseball '99
6. All Star Baseball 2000
7. All-Star Tennis '99
8. Army Men: Sarge's Heroes
9. Automobili Lamborghini
10. Banjo-Kazooie
11. Bass Hunter 64
12. BattleTanx
13. Beetle Adventure Racing
14. BioFreaks
15. Blast Corps
16. Blitz
17. Blitz 2000
18. Body Harvest
19. Bomberman Hero
20. Bomberman 64
21. Buck Bumble
22. Bust-A-Move 2
23. Bust-A-Move '99
24. California Speed
25. Castlevania
26. Chameleon Twist
27. Chameleon Twist 2
28. Charlie Blast's Territory
29. Chopper Attack
30. Clay Fighter 63 1/3
31. Command & Conquer 64
32. Cruis'n USA
33. Cruis'n World
34. Dark Rift
35. Deadly Arts
36. Diddy Kong Racing
37. Doom 64
38. Dual Heroes
39. Duke Nukem 3-D
40. Duke Nukem: Zero Hour
41. Extreme-G
42. Extreme-G 2
43. F-1 Pole Position 64
44. F-1 World Grand Prix
45. F-Zero X
46. FIFA '99
47. FIFA Road to World Cup '98
48. FIFA Soccer 64
49. Fighter's Destiny
50. Fighting Force 64
51. Flying Dragons
52. Forsaken
53. Fox Sports College Hoops '99
54. Gauntlet Legends
55. Gex 3: Deep Cover Gecko
56. Gex 64: Enter the Gecko
57. Glover
58. Goemon's Great Adventure
59. Golden Nugget
60. GoldenEye 007
61. GT 64 Championship Edition
62. Hexen
63. Hot Wheels
64. Hybrid Heaven
65. Iggy's Reckin' Balls
66. International Superstar Soccer '98
67. International Superstar Soccer 64
68. Jeopardy!
69. Jet Force Gemini
70. Ken Griffey Jr.'s Slugfest
71. Killer Instinct Gold
72. Knife Edge
73. Knockout Kings 2000
74. Kobe Bryant in NBA Courtside
75. The Legend of Zelda: Ocarina of Time
76. Lego Racers
77. Lode Runner 3-D
78. Mace the Dark Age
79. Madden '99
80. Madden 64
81. Madden NFL 2000
82. Magical Tetris Challenge featuring Mickey
83. Mario Golf
84. Mario Kart 64
85. Mario Party
86. Mike Piazza's StrikeZone
87. Milo's Astro Lanes
88. Mischief Makers
89. Mission: Impossible
90. MLB featuring Ken Griffey Jr.
91. MLBPA Bottom of the 9th
92. Monaco Grand Prix Racing Simulation 2
93. Monster Truck Madness
94. Mortal Kombat 4
95. Mortal Kombat Mythologies: Sub-Zero
96. Mortal Kombat Trilogy
97. Multi Racing Championship
98. Mystical Ninja Starring Goemon
99. Nagano Winter Olympics '98
100. NASCAR '99
101. NBA Courtside 2 Featuring Kobe Bryant
102. NBA Hangtime
103. NBA In the Zone '98
104. NBA In the Zone '99
105. NBA Jam '99
106. NBA Live '99
107. The New Tetris
108. NFL Quarterback Club '98
109. NFL Quarterback Club '99
110. NHL Blades of Steel
111. NHL Breakaway '98
112. NHL Breakaway '99
113. NHL '99
114. NHLPA and NHL Present Gretzky's 3-D Hockey '98
115. Nightmare Creatures
116. O.D.T
117. Off-road Challenge
118. Olympic Hockey Nagano '98
119. Penny Racers
120. PilotWings 64
121. Pokémon Snap
122. Quake
123. Quake II
124. Quest 64
125. Rampage Universal Tour
126. Rampage World Tour
127. Rayman 2: The Great Escape
128. Re-Volt
129. Road Rash
130. Robotron 64
131. Rugrats: Scavenger Hunt
132. Rush 2
133. San Francisco Rush: Extreme Racing
134. S.C.A.R.S.
135. Shadowgate 64
136. Shadow Man
137. Snowboard Kids
138. Snowboard Kids 2
139. South Park
140. Space Station Silicon Valley
141. Starcraft 64
142. Star Fox 64
143. Star Soldier: Vanishing Earth
144. *Star Wars*: Episode I: Racer
145. *Star Wars*: Rogue Squadron
146. *Star Wars*: Shadows of the Empire
147. Starshot
148. Super Mario 64
149. Super Smash Bros.
150. Superman
151. 1080° Snowboarding
152. Tetrisphere
153. Tonic Trouble
154. Top Gear Overdrive
155. Top Gear Rally
156. Triple Play 2000
157. Turok: Dinosaur Hunter
158. Turok 2: Seeds of Evil
159. Twisted Edge Snowboarding
160. Vigilante 8
161. Virtual Chess 64
162. Virtual Pool 64
163. VRally: Edition '99
164. Waialae Country Club: True Golf Classics
165. War Gods
166. Wave Race 64
167. Wayne Gretzky's 3-D Hockey
168. WCW Mayhem
169. WCW Nitro
170. WCW/nWo Revenge
171. WCW Vs. nWo: World Tour
172. Wetrix
173. Wheel of Fortune
174. Wipeout 64
175. World Cup '98
176. World Driver Championship
177. WWF Attitude
178. WWF: War Zone
179. Yoshi's Story

Game Boy

180. A Bug's Life
181. All-Star Baseball 2000
182. Antz
183. Arcade Hits: Defender/Joust
184. Arcade Hits: 720 Degrees
185. Arcade Hits: Spy Hunter/Moon Patrol
186. Black Bass Lure Fishing
187. Blitz
188. Bomberman GB
189. The Bugs Bunny Crazy Castle 3
190. Bust-A-Move 2
191. Bust-a-Move '99
192. Carrot Crazy
193. Castlevania Legends
194. Chase HQ
195. Chessmaster
196. Conker's Pocket Tales
197. Donkey Kong
198. Donkey Kong Land
199. Donkey Kong 2: Diddy's Kong Quest
200. Donkey Kong Land 3
201. Dr. Mario
202. Duke Nukem
203. Final Fantasy Adventure
204. Final Fantasy Legend
205. Final Fantasy Legend II
206. Final Fantasy Legend III
207. Frogger
208. Game Boy Camera & Printer
209. Game Boy Color
210. Game & Watch Gallery
211. Game & Watch Gallery 2
212. Gex
213. Harvest Moon
214. James Bond 007
215. Ken Griffey Jr. Presents: MLB
216. Ken Griffey Jr.'s Slugfest
217. Kirby's Dream Land 2
218. Kirby's Pinball Land
219. Klax
220. Legend of the River King GB
221. Legend of the Sea King
222. The Legend of Zelda: Link's Awakening DX
223. Logical
224. Magical Tetris Challenge
225. Mega Man
226. Mega Man V
227. Men in Black
228. Metroid II: Return of Samus
229. Mickey Mouse: Magic Wand
230. Monopoly
231. Montezuma's Return
232. Mortal Kombat 4
233. Motocross Maniacs 2
234. Ms. Pac-Man
235. Mulan
236. NBA in the Zone
237. NBA Jam '99
238. NHL Blades of Steel
239. Paperboy
240. Pitfall
241. Pocket Bowling
242. Pocket Bomberman
243. Pocket Pikachu
244. Pokémon
245. Pokémon Pinball
246. Power Quest
247. Prince of Persia
248. Quest for Camelot
249. R-Type DX
250. Rats
251. Rugrats
252. Rugrats Time Machine
253. Shadowgate Classic
254. Shanghai Pocket
255. Small Soldiers
256. Smurfs Nightmare
257. Spawn
258. Spy Vs. Spy
259. Super Breakout
260. Super Mario Bros. DX
261. Super Mario Land
262. Super Mario Land 2: 6 Golden Coins
263. Tarzan
264. Tetris Attack
265. Tetris DX
266. Top Gear Pocket
267. Turok 2
268. Twouble
269. Wario Land: Super Mario Land 3
270. Wario Land II
271. WWF Attitude
272. WWF Raw
273. Zebco ProBass Fishing

Upcoming Releases & Other Picks

274. 1942 (Game Boy)
275. 40 Winks (N64)
276. Alice in Wonderland (Game Boy)
277. Andretti Racing (N64)
278. Armorines (N64)
279. Army Men (Game Boy)
280. Asteroids (Game Boy)
281. Asteroids (N64)
282. Azure Dreams (Game Boy)
283. Babe's Friends (Game Boy)
284. Bassmasters 2000 (N64)
285. Batman and Robin (N64)
286. BattleTanx (Game Boy)
287. BattleTanx 2 (N64)
288. Battlezone (N64)
289. Beauty and the Beast (Game Boy)
290. Bionic Commando (Game Boy)
291. Blues Brothers 2000 (N64)
292. Bomberman 3 (N64)
293. Brunswick Circuit Pro Bowling (N64)
294. Bubble Bobble (Game Boy)
295. Caesars Palace (N64)
296. Carmageddon II: Carpocalypse Now (N64)
297. Carnivale (N64)
298. Castlevania II (Game Boy)
299. Castlevania II (N64)
300. Catwoman (Game Boy)
301. Centipede (Game Boy)
302. Chef's Luv Shack (N64)
303. Croc (Game Boy)
304. Crystalis (Game Boy)
305. CyberTiger 2000 (N64)
306. Daffy Duck (Game Boy)
307. Daikatana (N64)
308. Deer Hunter (Game Boy)
309. Déjà Vu I & II (Game Boy)
310. Destruction Derby 64 (N64)
311. Donkey Kong 64 (N64)
312. Dolphin
313. Duck Dodgers in the 23 1/2 Century (N64)
314. EarthBound 64 (N64)
315. Earthworm Jim 3D (N64)
316. Earthworm Jim: Menace II the Galaxy (GB)
317. Elmo in Grouchland (Game Boy)
318. Eternal Darkness (N64)
319. F1 World Grand Prix (Game Boy)
320. F1 World Grand Prix II (N64)
321. FIFA 2000 (Game Boy)
322. Ghosts & Goblins (Game Boy)
323. Godzilla (Game Boy)
324. Harrier 2001 (N64)
325. Harvest Moon (N64)
326. Hercules (N64)
327. Heroes of Might & Magic (Game Boy)
328. Hole in One Golf (Game Boy)
329. Hyrdo Thunder (N64)
330. Hyper Bike (N64)
331. ISS 2000 (Game Boy)
332. Jeff Gordon Racing (N64)
333. Jeremy McGrath's Supercross 2000 (N64)
334. Junkbots (Game Boy)
335. Kirby 64 (N64)
336. Legend of the River King 64 (N64)
337. Looney Tunes (Game Boy)
338. Looney Tunes Space Race (N64)
339. Lufia: Runes Chaser (Game Boy)
340. Madden NFL 2000 (Game Boy)
341. Mario Golf (Game Boy)
342. Mega Man 5 (Game Boy)
343. Metal Gear Solid (Game Boy)
344. Mickey Racing (Game Boy)
345. MK: Special Forces (N64)
346. Monopoly (N64)
347. NBA in the Zone 2000 (N64)
348. NBA in the Zone (Game Boy)
349. NBA Jam 2000 (N64)
350. NBA Live 2000 (N64)
351. NHL 2000 (N64)
352. NHL Blades of Steel 2000 (Game Boy)
353. NHL Blades of Steel 2000 (N64)
354. Nightmare Creatures 2 (N64)
355. Nomenquest (N64)
356. Nuclear Strike (N64)
357. Ogre Battle 3 (N64)
358. Paperboy 64 (N64)
359. Perfect Dark (N64)
360. Pokémon Stadium (N64)
361. Pokémon Yellow (Game Boy)
362. Polaris's Snowcross (N64)
363. Puzzle Master (Game Boy)
364. Quest RPG: Brian's Journey (Game Boy)
365. Rainbow Six (Game Boy)
366. Rainbow Six (N64)
367. Rally Racing (Game Boy)
368. Rat Attack (N64)
369. Ready 2 Rumble (N64)
370. Resident Evil (Game Boy)
371. Resident Evil 2 (N64)
372. Ridge Racer 64 (N64)
373. Riqa (N64)
374. Rocket (N64)
375. San Francisco Rush (Game Boy)
376. Shadowgate Rising (N64)
377. Shamus 2000 (N64)
378. SimCity (N64)
379. South Park Rally (N64)
380. Space Invaders (N64)
381. Space Station Silicon Valley (Game Boy)
382. Speedy Gonzales (Game Boy)
383. Spiderman (N64)
384. Street Fighter Alpha (Game Boy)
385. Super Mario Adventure (N64)
386. Super Mario 64 2 (N64)
387. Supercross 2000 (N64)
388. Survival Kids (Game Boy)
389. Tamagotchi (N64)
390. Taz Express (N64)
391. Tazmanian Rush (Game Boy)
392. Tiger Woods (Game Boy)
393. Titus Jr. (Game Boy)
394. Top Gear Rally 2 (N64)
395. Toy Story 2 (Game Boy)
396. Toy Story 2 (N64)
397. Transfer Pak
398. Turok: Rage Wars (N64)
399. Twelve Tales: Conker 64 (N64)
400. Vegas Games 2000 (Game Boy)
401. Vigilante 8: Second Offense (N64)
402. Wicked Surfing (Game Boy)
403. Wild Metal Country (N64)
404. Wildwaters (N64)
405. WinBack (N64)
406. Wrestlemania 2000 (N64)
407. Xena: Talisman of Fate (N64)
408. X-Men (N64)
409. Yar's Revenge (Game Boy)
410. Yoda Stories (Game Boy)



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